```
                    SILICON TIMES REPORT
                    ====================
                INTERNATIONAL ONLINE MAGAZINE
                =============================


                            from
                STR Electronic Publishing Inc.



   January 27, 1995                                        No. 1104
   =======================================================================


                        Silicon Times Report
                    International OnLine Magazine
                        Post Office Box 6672
                    Jacksonville, Florida  32221-6155

                            R.F. Mariano
                          Publisher-Editor
                -----------------------------------------
                   Voice: 1-904-783-3319  10am-4pm EST


                    STR Publishing Support BBS
                   * THE BOUNTY INTERNATIONAL BBS *
                 Featuring: * 45GB * of Download Files
          Operating with * Mustang Software's WILDCAT! BBS v4.01 *
                 Fully Networked within the following Nets:
                  ITCNet 85:881/253 JAX HUB ~ FIDO Net 1:112/35
                  Prowl ~ USPOLNet ~ FNET 350 ~ Nest 90:301/3
                 Delivered via Subscriber List through Internet
                      904-786-4176 MULTI-NODE 24hrs-7 days
                      2400-115.2 bps V.32-34 v.42 bis 28.8
                       Hayes Optima 28.8 V.FC Data/Fax
                  USRobotics D/S Data/Fax 28.8 V.34 Everything
                       FAX: 904-783-3319 12am-6am EST
                -----------------------------------------
          The Bounty STReport Support Central .... 1-904-786-4176
          FNET. 620 : Leif's World ................1-904-573-0734
          FNET. 690 : PASTE BBS....................1-206-284-8493
          FNET. 489 : Steal Your Face BBS..........1-908-920-7981
          MNET - Toad Hall BBS.....................1-617-567-8642
   _____


   > 01/27/95 STR 1104   "The Original * Independent * OnLine Magazine!"
      """""""""""""""""""
   - STR INDUSTRY REPORT     - Compaq TOPS in '94      - NAVCis PRO 1.5
   - Apple Licenses Logo      - Wings of Glory          - Prodigy SIGNS!
   - About 32 Bit             - Jaguar DOOM Review       - Legal WAR Clouds?
   - Jaguar NewsWire          - People Talking           - STR Confidential!

                       -* INTEL: "NEVER AGAIN!" *-
                       -* NEW UNISYS DEAL OK! *-
                   -* SHARP CLAIMS 3-D BREAKTHROUGH! *-


   =======================================================================
                  STReport International OnLine Magazine
                The Original * Independent * OnLine Magazine
                         -* FEATURING WEEKLY *-
                  "Accurate UP-TO-DATE News and Information"
         Current Events, Original Articles, Tips, Rumors, and Information
```

```
                    Hardware - Software - Corporate - R & D - Imports
==============================================================================
STReport's  BBS  -  The Bounty BBS, invites all BBS systems, worldwide, to
participate in the ITC/Fido/Internet/PROWL/USENET/USPOLNet/NEST/F-Net Mail
Networks.    You  may  also  call  The Bounty BBS direct @ 1-904-786-4176.
Enjoy  the  wonder  and  excitement  of  exchanging  all  types  of useful
information  relative to all computer types, worldwide, through the use of
excellent   International  Networking  Systems. SysOps  and  users  alike
worldwide, are welcome to join  STReport's International Conferences.  ITC
Node  is  85:881/250,  The Fido Node is 1:112/35, Crossnet Code is #34813,
and  the  "Lead  Node"  is  #620.    All computer enthusiasts, hobbyist or
commercial on all platforms and BBS systems are invited to participate.
==============================================================================
        CIS ~ DELPHI ~ GENIE ~ BIX ~ FIDO ~ ITC ~ NEST ~ EURONET ~ CIX
   USENET ~ USPOLNET ~ CLEVELAND FREE-NET ~ INTERNET ~ PROWL ~ FNET ~ AOL
==============================================================================

     SOFTWARE CREATIONS BBS is proud to distribute Silicon Times Report
                  STReport International OnLine Magazine
                  -------------------------------
     With more than 130 Lines of PCBOARD access, Internet, Telnet and
     X.25 local access in every major city world-wide through SprintNet
                  Software Creations delivers the files!
            ------------------------------------------------
     Silicon Times Report joins names like Apogee Software, Borland,
     id Software, TriSoft, Interactive Gaming, PC Techniques, Coriolis,
             Fastgraph, PC Information Group, and many more.
                  -------------------------------
             Real-Time Credit Card Approval and Membership Upgrades
                  The Software Download Store - for on the spot
                     purchase/approval and download ability!
                  -------------------------------
   Call 1-800-4SWCBBS (479-2227); Fax 1-508-365-7214 for more information!
            -----------------------------------------------------
             So, Get the latest releases from SOFTWARE CREATIONS BBS
                          "Home of the Authors"
              * Software Creations, Voted #1 BBS for 1993 & 1994 *

             1200/2400 V.42/MNP Lines : (508) 365-2359
           2400-14.4k HST US Robotics Lines : (508) 368-7036
        2400-16.8k V.32/V.42bis US Robotics lines : (508) 368-7139
      14.4-28.8k V.32/V.42bis/V.fc Hayes Optima lines: (508) 365-9352
   14.4-28.8k V.32/V.42bis/V.32terbo/V.fc US Robotics lines: (508) 368-3424


  ===========================================================================

     COMPUSERVE WILL PRESENT $15.00 WORTH OF COMPLIMENTARY ONLINE TIME
                          to the Readers of;

                  STREPORT INTERNATIONAL ONLINE MAGAZINE
                  """"""""""""""""""""""""""""""""""""""
                  "The Original 16/32bit OnLine Magazine"

                        NEW USERS; SIGN UP TODAY!

                  CALL: 1-800-848-8199 .. Ask for operator 198

                 You will receive your complimentary time
                                  and
                     be OnLine in no time at all!
```

"Enjoy CompuServe's forums; where information is at its very best!

"""

> From the Editor's Desk   "Saying it like it is!"
  """""""""""""""""""""""

     Since we don't have "real" winters here in the south, <g> I wish
somebody would tell mother nature this little factoid. The morning frost
and ice on the windshield is getting to be a real pain. If you believe
that... I'll tell you another. Actually, the winters here in north
Florida are a pleasure. They're cold enough to knock out the fleas and
mosquitos but certainly not unbearable. I do not miss the snow shoveling
and digging the car out of ice crusted ruts. One incident that seems to
happen at least once every winter to those living (living?) up north is
not missed a bit. Have you ever stepped off a curb into the street only
to step on a frozen over puddle that's been obscured by snow or broken
pieces of ice and wind up ankle deep in super cold ice water?? No sir, I
don't miss the Northern Winter one bit.

     This coming Sunday is the Super Bowl. During the day, We may go Bass
Fishing and then watch the "game" and all its super expensive ad time.
Have many of you noticed who the real winners seem to be through the play-
offs? The advertisers; Microsoft, IBM, Intel, 3DO, Sega.. Etc.. How
many others can you name that seemed to be "in the national sports
spotlight" throughout the playoffs? They are the real winners folks, they
got their logos and product names in-front of more people than their
competition did with all their hard copy and regional cable ads and
remarkably, did it faster and more effectively!

     On new and different front, apparently the real game machine winner
(Sales Wise) for Christmas, 1994 is estimated to be at "three sales to
one" for all the others is none other than the 3DO format. There is no
point in mentioning who was the most dismal. They'll soon disappear from
the market anyway. Most all outlets report "almost runaway sales" for the
3DO format.
     One can only imagine what the same picture will look like this coming
Christmas 1995. One thing is for sure, advertising ..well placed
advertising is the name of the game. 3DO enjoys a recognition factor
that's beyond remarkable. Its superb. Regardless of opinions of Trip
Hawkins and his methods the bottom line is he "pulled off the marketing
coup" of the year. A few other "smart" companies could and would do well
if they paid attention to Hawkins' methods of promotion and advertising.

     Have a good weekend and of you are going to a SuperBowl Party, please
don't forget your designated driver.

                                   Ralph...

Of Special Note:

     STReport will be branching out further to Internet's userbase in the
very near future. We've received numerous requests to receive STReport
from a wide variety of Internet addresses. As a result, we're putting
together an Internet distribution/mailing list for those who wish to

receive STReport on a regular basis, and we'll UUENCODE each issue and
mail it to you.

     If you're interested in being added to our mailing list, please, send
your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look
for mailings to begin by October first. We are also considering a number
of Internet ftp sites in which to post our issues for as well. Whatever
we can do to make STReport available to you. we'll try it!

      ""

 STReport's Staff   DEDICATED TO SERVING YOU!
 """"""""""""""""""

                         Publisher -Editor
                         """"""""""""""""""
                         Ralph F. Mariano

              Lloyd E. Pulley, Editor, Current Affairs

Section Editors
"""""""""""""""

     PC SECTION   AMIGA SECTION   MAC SECTION   ATARI SECTION
     ----------   -------------   -----------   -------------
     R.D. Stevens   R. Niles   J. Deegan   D. P. Jacobson

STReport Staff Editors:
"""""""""""""""""""""""

          Michael Arthur   John Deegan   Brad Martin
          John Szczepanik   Paul Guillot   Joseph Mirando
          Doyle Helms   Frank Sereno   John Duckworth
          Jeff Coe   Steve Keipe   Guillaume Brasseur
          Melanie Bell   Jay Levy   Jeff Kovach
          Marty Mankins   Carl Prehn   Paul Charchian

Contributing Correspondents:
""""""""""""""""""""""""""""

          Dominick J. Fontana Norman Boucher   Clemens Chin
          Eric Jerue   Ron Deal   Mike Barnwell
          Ed Westhusing   Glenwood Drake   Vernon W.Smith
          Bruno Puglia   Paul Haris   Kevin Miller
          Craig Harris   Allen Chang   Tim Holt
          Patrick Hudlow   Tom Sherwin

       Please, submit letters to the editor, articles, reviews, etc...
                         via E-Mail to:

              CompuServe.................. 70007,4454
              Delphi...................... RMARIANO
              GEnie....................... ST.REPORT
              BIX......................... RMARIANO
              FIDONET..................... 1:112/35
              FNET........................ NODE 620

```
                  ITC NET...................... 85:881/253
                  NEST......................... 90:21/350.0
                  America OnLine.................STReport
                  Internet.............RMARIANO@DELPHI.COM
```

            """

> STR INDUSTRY REPORT   LATE BREAKING INDUSTRY-WIDE NEWS
  """""""""""""""""""

                        IBM/POWER-PC/PC SECTION (I)
                        ===========================

                   Computer Products Update - CPU Report
                   ------------------------   ----------
                   Weekly Happenings in the Computer World

                                 Issue #04

                     Compiled by: Lloyd E. Pulley, Sr.

                    ******* General Computer News *******

                    >> Sharp Claims 3-D Breakthrough <<

   Prototype displays for three-dimensional moving images that could be
used for 3-D television in the future have been developed by European
researchers for Japan's Sharp Corp.

   Sharp Laboratories of Europe Ltd., based in Oxford, Britain, developed
14 and 8.6-inch liquid crystal displays, "enabling viewers to see three
dimensional color images of television quality without wearing special
glasses."

The new 3-D display is composed of two LCD panels, put together at a right angle with a mirror between them. Images shown on the panels are reflected on the mirror, creating a three-dimensional effect for the viewer.

In Tokyo, a Sharp spokesman said that marketing plans for the new displays have yet to be established. The spokesman said the displays also can be used in existing computers and video camera-recorders, as well as in various kinds of multimedia terminals to be developed in the future.

>> Maxtor, Hyundai Team on Disks <<

A manufacturing partnership to produce hard disk drives has been created by Maxtor Corp. and Hyundai Electronics Industries Co.

Reports from Maxtor say the agreement calls for the two companies to exchange technology and that Hyundai will build the product at its plant.

The two companies, which last year formed a strategic relationship when Hyundai invested $150 million in Maxtor, say they hope their latest agreement will lead to production at a Korean plant by the summer.

>> Spectrum Files Chapter 11 <<

Spectrum Information Technologies Inc. says it and three of its four operating subsidiaries have filed voluntary petitions for Chapter 11 bankruptcy. The company says it took the step in order to stem substantial financial losses and focus on developing its core wireless data transmission technology.

Spectrum says it also has closed its unprofitable Computer Bay subsidiary, which served as a national franchisor of independent resellers that sell microcomputers and related products.

>> Sony Spurns Toshiba Video Disc <<

Sony Corp., which has been under strong pressure to abandon its new video disc standard for one that is backed by a group of rivals led by Toshiba Corp., announced this week it will not give up on its own design.

The standard that was developed by Toshiba and Time Warner Inc. already has the international support of Matsushita Electric Industrial Co. Ltd., Hitachi Ltd., Pioneer Electronic Corp. Thomson Consumer Electronics SA of France and MCA Inc. of the United States.

Sony and Philips Electronics NV have developed their own standard, and the Toshiba-led DVD, which is a different and incompatible standard, has been a major blow to Sony's work.

The new systems are upgrades of music CDs which use new laser technology to store more data -- 7.5 times as much in the case of the Toshiba camp. Its disc is double-sided, with each side capable of storing five gigabytes of data, enough for 135 minutes of film. The Sony-Philips

version is a single-sided disc capable of storing 135 minutes of film and
has a 3.7 gigabyte storage capacity.

>> Intel Vows Future Disclosures <<

"NO MORE PENTIUM CONTROVERSIES"

   That's the promise from chipmaker Intel Corp., which, intent on putting
its recent Pentium public relations nightmare behind it, says in the
future it will openly disclose any new flaws in its products as they are
discovered and analyzed.

   Spokesman Howard High is reported as saying that his employer learned
a critical lesson from the recent uproar over Intel's delay in informing
the general public about an obscure flaw in its Pentium chip: that the
public want to be fully informed about any problems in products.

   "Rather than make a decision for the computer user we'll disclose (any
flaw) in technical detail," High said.

>> Apple to License Its Logo <<

   Apple Computer, Inc. has announced a worldwide corporate brand
licensing program. The computer maker will license its well-known
spectrum-colored Apple logo and other Apple trademarks for third-party
merchandise.

   Apple has selected The Beanstalk Group, a New York- based company that
specializes in corporate brand licensing, to represent Apple as its
exclusive licensing agency.

   "Apple's objective with the brand licensing program is to extend
positive brand awareness and to protect our trademarks," says Mike Dionne,
Apple's vice president of worldwide corporate communications. Dionne
notes that research has shown strong consumer recognition of the Apple
logo. He adds that the Apple name is associated with characteristics
such as ease-of-use, innovation, high quality, good value and education.

>> Dell, Microsoft Ink Win95 Deal <<

   Dell Computer Corp. says it has signed a market development agreement
with Microsoft Corp. that calls for the two companies to work together
to market the upcoming Windows 95 operating system.

   Dell says the deal ensures that its customers will be able to take
advantage of the new operating system as soon as it becomes available.
The computer maker adds that Windows95 will be offered across its
desktop and notebook product lines.

   "We see Windows95 as the most important systems software transition
of the past several years," says Michael Dell, the company's chairman
and CEO. "Dell is very focused on ensuring a smooth and rapid transition
for our customers."

   Dell adds that the company has begun training its technical support
and sales teams to ensure that they are knowledgeable about the new
operating system.

>> Compaq Top PC Company in 1994 <<

Dataquest Inc.'s final 1994 PC shipment estimates show that worldwide personal computer market grew by 20% in 1994. And for the first time in more than a decade, a company other than IBM or Apple Computer led the world in PC shipments as Compaq leapfrogged the perennial PC shipment leaders. The market researcher notes that Compaq took the top spot in dramatic fashion by shipping 847,000 more PCs than any other manufacturer.

Compaq managed to lead the U.S. market by outpacing previous leader Apple. Packard Bell jumped to third in the U.S. market on the strength of its retail sales. IBM slipped to fourth, and Gateway 2000 rounded out the top five with 41% growth in 1994.

Compaq and Packard Bell experienced large growth rates as they shipped 53% and 101% more PCs in 1994 than in 1993, respectively. In fact, Compaq and Packard Bell were the only companies in the top five to increase their share of the market.

>> Electronic Arts Wraps Up Buyout <<

Entertainment software publisher Electronic Arts says it has completed its acquisition of Bullfrog Productions Ltd., a European interactive game developer based in Surrey, U.K.

Bullfrog becomes a wholly-owned subsidiary of Electronic Arts. Financial terms of the agreement weren't disclosed.

Bullfrog is best known for its strategy and simulation CD-ROM games, such as Populous, PowerMonger, Syndicate, Theme Park and Magic Carpet.

Bullfrog is the third major interactive software company acquired by Electronic Arts in the past three years. Origin Systems Inc., a developer of entertainment software titles, including the Wing Commander and Ultima series, was acquired in 1992. Distinctive Software Inc., developers of such EA SPORTS properties as NHL Hockey and FIFA International Soccer, was acquired in 1991.

>> Microsoft, Sony in Network Deal <<

Microsoft Corp. and Sony Corp. have announced plans to cooperate on the development of hardware and software for interactive broadband networks (IBNs).

The products will include continuous-media servers for on-demand audio and video, and interactive home terminals to allow users to access and navigate network services.

Microsoft and Sony plan to evaluate the technology in Microsoft's Redmond, Washington, laboratory in 1995 and later in conjunction with network operators and system integrators.

Microsoft and Sony will also work together to explore the creation of new markets in electronics for consumer and professional applications

through the development of next-generation devices and services.

"The continuing convergence of the consumer-electronics and computer markets makes Sony's strengths in building state-of-the-art products the perfect complement to our software expertise," says Bill Gates, chairman and CEO of Microsoft. "When we sat down to discuss the areas where we have shared goals, it was clear that consumers worldwide can benefit from our cooperative innovations."

Sony will participate in the Microsoft Insight Program, a collaborative program for network operators, original equipment manufacturers, and systems integrators offering training, technical information and participation in design and testing.

>> IBM Triples Fourth Quarter Profits <<

IBM Corp.'s fourth quarter profits more than tripled to $1.2 billion, compared with earnings of $362 million a year ago. Fourth quarter revenue was $19.9 billion, an increase of 6.6% from the 1993 period, after adjusting for the sale of the IBM's Federal Systems Company. Quarterly earnings were equal to $2.06 a share; analysts had projected earnings of $1.40 to $1.93 a share.

Annual revenues climbed 6% to $64.1 billion from $60.4 billion. IBM said fourth quarter growth was strongest in its Asian and European markets, while the United States lagged and Latin America declined.

>> IBM Recalls ThinkPad Adapters <<

IBM Corp. is recalling 32,000 power adapters for its ThinkPad portable computers. The company says the devices could create an electrical shock hazard.

IBM says it knows of no injuries caused by the adapter, which works with the ThinkPad models 360CS, 755C, 755CE and 755CD.

The computer maker notes that adapters purchased after October 1, 1994 bearing the model number AA19210 are the only units with the internal fault. IBM says it will offer replacement parts at no cost.

>> Stanford Computers Invaded <<

Officials at Stanford University's Linear Accelerator Center, which helps conduct energy research for the federal government, reports their computers were electronically invaded last weekend, but apparently no permanent damage was caused.

Reports say the electronic break-in occurred Sunday night and was discovered Monday.

The hacker or hackers tried to get passwords and accounts to gain access again later. The center, run by Stanford for the U.S. Energy Department, cut off outside access to the system while investigating the break-in.

Chuck Dickens, the center's director of computing services, said "This is a public laboratory, there's no secret work here, nothing

confidential ... nothing at all related to national security."

    Subsequently, the center said in a statement the intruder modified
one of the computer systems in an attempt to obtain passwords and
accounts for later access and then tried to hide what he or she had
done. But it said there appeared to be no permanent damage to any
research data.

    _____

> NAVCIS PRO 1.5 STR Spotlight
  """""""""""""""""""""""""""""

                    NavCIS Pro version 1.5 for Windows
                    ==================================

                P E R F O R M A N C E   U P G R A D E

                         (25% to 30% faster!)

Filenames: WP15.EXE, UPGR15.TXT
Location : LIB 15 (Registered NavCIS Pro users only)

Version 1.5 was designed to increase performance. We changed our
development tools in order to increase NavCIS's overall speed. First and
foremost, we changed compilers and used an optimizing compiler.

Next, we upgraded our database library to a newer version (and improved on
it). We've also upgraded the communications library. The net result is a
faster, more robust NavCIS. Our beta testers report overall performance
to be somewhere between 25% and 30% faster. Without significant file size
increase.

We decided to use an optimizing compiler and "tweak" NavCIS's performance
because we saw the day approaching when the amount of features added to
NavCIS to make it easier and more powerful would, in fact, cause NavCIS to
bog down. Rather than create a feature-laden Rubenesque program, we
decided to trim NavCIS down *before* adding more features. This gives us
the added benefit of creating a defacto standard against which we can
measure future NavCIS performance.

New Features

Even though this is a "Performance Upgrade" we have added some interesting
new features. Here's a brief recap of the new features:

1. Enhanced auto-quoting: now you can quote from the original msg
   multiple times with just one mouse-click.

2. Improved spell checker: edit or remove words that you have added to
   private dictionaries, also better suggestions provided.

3. Unread: mark a msg as "unread" and it will appear as New each time you
   fetch new messages. An easy to use reminder on a message by message
   basis. For e-mail and forum messages.

4. Saved indicator: shows you when you've saved a message to disk.

5. Exit & Pack: now you can "force" the databases to pack when exiting.

6. Define database buffer size: this allows you to choose the best buffer size for your data... and will cut down on long integration times.

7. Support for 8.3 forum filenames: CompuServe will shortly support 8.3 filenames (vs. the current 6.3 format).

8. 57.6k baud support: designed for users with 28.8k modems.

9. Reduced packet sizes: even the "noisiest" of phone lines can reliably download data by using the 128-byte packet size.

10. Improved OnLine help: topics like OS/2 and Windows NT are discussed, in addition to many other enhancements.

11. Support for "snap-to" mouse drivers. This can be configured by changing the SnapTo= in the NavCIS section of the NAVCIS.INI file.

12. Support for alternate area "What's New". Some areas have their own What's New menu, such as the Central Pacific region.

13. Blinking Focus: In Configuration, Options, Environment, there is a new check box called Blinking Focus. This allows you to turn off the new blinking focus we've added. What's a blinking focus? If you touch a button, say in Catalog view, it's easy to forget that the focus is now on that button rather than the editing area of the catalog dialog. The blinking focus provides a much more obvious reminder where the focus is currently.

14. Database robustness: faster database access as well as better data integrity assurance routines have been added.

15. Easy to use Windows self-extractor: we've changed from a DOS self-extracting EXE file to a Windows self-extractor program. The new self-extraction program is much smarter, and very easy to use, thereby making the upgrade to v1.5 painless and simple.

NavCis is available in the Dvorak Forum on Compuserve. Type: GO DVORAK

> CD7 CD-ROM STR InfoFile   FAST.... Seven Disc CD-ROM
  """""""""""""""""""""""

                         CD7 CD-ROM
                         ==========
                         Minichanger

             Seven Disc CD-ROM Automatic Loader System

Mountain's new CD7 CD-ROM Minichanger is designed to increase productivity for high-volume CD users. The CD7 keeps up to seven discs on-line, which virtually eliminates the disc swapping you do every time you change applications with a traditional single-disc drive. And Mountain's CD7 won't keep you waiting, because any one of the seven discs can be loaded in just five seconds.

Mountain's CD7 also allows you to keep multiple CD-ROM applications open, because the CD7 will manage the disc swaps for you. In addition, adding a new disc to your stack is quick and simple with the CD7's push-button loading. You don't need to grapple with caddies or cartridges to load; just drop a disc in the tray and the CD7 does the rest.

The CD7's integrated DOS and Windows software automatically manages disc selection, so you don't have to remember where a particular CD is located. Mountain's innovative software uses standard system calls to determine which CD to load for each application, and automatically loads the correct one every time you launch the program.

Mountain's CD7 has all the features of expensive CD changer systems at a fraction of the cost. It manages up to seven discs -- more than any other system in its price range! In fact, the CD7 is so affordable, it actually costs less than many single-disc drives. Abundant features and low price make the CD7 perfect for both sophisticated users seeking upgrades as well as novices buying their first CD-ROM drive.

Features	Benefits
Manages up to seven discs	Keeps almost 5GB of data on-line and loads the Correct disc when you launch each application
Changes discs in less than 5 seconds	Allows quick access to your data
Simple push-button loading	No hassle loading magazines or disc caddies
Automatically selects the correct disc	You can access multiple discs without keeping track of slots or using a loader menu each time
Rugged 2X CD-ROM drive	Provides reliable high speed access to your data at twice the speed of Standard CD-ROM drives
Stereo headphone and RCA-type jacks	Allows use of Audio CDs for creation of multimedia programs and entertainment

High Performance Double Speed Drive Mountain's CD7 uses a rugged double-speed 300KB drive with an average access time of 380ms. Twice the speed of standard CD-ROM players, the CD7 is perfect for demanding applications like multimedia, games, and desktop publishing.

Audio CD compatibility lets you integrate music into your presentations, or simply listen to your favorite artist while you work. The CD7 is also

compatible with multisession Photo CDs, so you can view your personal
photographs or access stock photo libraries for desktop publishing.

Simple Installation

Because the CD7 connects to your computer through a standard SCSI port,
installation couldn't be easier. Most users who already own a CD-ROM
drive can use their existing SCSI controller for the CD7 and keep their
single-disc drive as well. Mountain also designed the CD7 with a selection
switch to provide either SCSI or SCSI II compatibility.

Mountain's CD7 Minichanger includes the external drive, power supply cord,
installation and operations manual, integrated software and user's guide,
and comes with a one year warranty.

Mountain CD7

P/N: 01-37080-01 Includes:
     External CD Changer
     Power Cable
     Installation and Operations Manual
     Integrated Drive Software and User's Guide
     One year warranty
System Requirements
     IBM PC/AT or compatible computer
     MS-DOS version 6.0 or higher
     512KB of conventional memory
     SCSI host adapter supporting the ASPI standard
     SCSI interface cable with a SCSI I D-type connector

SPECIFICATIONS

CD7 CD-ROM Minichanger

Number of discs supported
Up to 7

Compatible disc standards
CD-ROM
CD-DA
CD-ROM XA
Photo CD (multisession)

User data per block
2048 (mode 1)
2336 (mode 2)

Audio outputs

Front panel - Stereo mini phone jack (headphone output)
Rear panel - RCA-type phono jacks (line output)

Interface

Switch selectable for either SCS I or SCSI II
SCSI I 50-pin D-type connector

```
PERFORMANCE CHARACTERISTICS
---------------------------
Data transfer rate
300KB/s (sustained double speed)
1500KB/s (burst)


Average access time
------------------
380 ms


Disc rotation speed
------------------
1061 - 411 rpm


Disc change time
----------------
5 seconds


Buffer memory
-------------
65 KB / 256KB (optional)


Reliability read error rate
---------------------------
10-12 bytes (mode 1)
10-9 bytes (mode 2)


Power Requirements
------------------
110-130V~  60hz  0.12A
210-240V~  50hz  0.06A


ENVIRONMENTAL
-------------
Operating temperature
+5 degrees to +50 degrees C


Operating relative humidity
4% to 85% (non-condensing)


PHYSICAL DIMENSIONS
-------------------
CD Subsystem (WxLxH in./cm)
7.8 x 12.6 x 3.7 / 19.5 x 32.0 x 9.5


Shipping Container (WxLxH in./cm)
11.7 x 16.7 x 9.1 / 29.8 x 42.4  x 23.0


Shipping Weight (lbs./kg)
8.6 / 3.9
```

_____

> What IS 32 Bit? STR FOCUS!
  """""""""""""""""""""""""""

                   UNDERSTANDING 32 BIT FILE & DISK ACCESS
                   =======================================

     With the recent release of Windows for Workgroups there has been a
great deal of confusion regarding the wonderful phrases "32-bit file
access" and "32-bit disk access". 32-bit disk access has been with us
since Windows 3.1 while 32-bit file access is new with WFW 3.11. Many
users find that they are not precisely sure what it is that these types of
access actually do, but they sound like something they should have. After
all, many of the great advances of the past years stem from the change
from 8-bit computers (8086) to 16-bit (80286 AT class) to 32-bit
microprocessors (80386 and above, to include the Pentium superscalar 32
bit technology). It would seem only fitting, therefore, that 32-bit
anything must be good. The proper response, as with so many other things
in computing, is "maybe".

     It is worth remembering that even the now despised 8086 class
machines were, in reality, 16 bit processors internally. They interfaced
with the computer's bus structure through an 8-bit aperture, as it were,
in order to make the machine itself more affordable. Those were the days
when a 16 bit card (as in modem, video card, etc.) were shockingly more
expensive than their 8 bit counterpart. This meant the microprocessor
(with 16 bits) could address any number (in memory, say) from hex 0 to
hex FFFF or 65,535 in decimal notation (computer types call this 64k).

     This was not a great deal of memory, even in the early 1980s. By
using a segmented addressing scheme the microprocessor could be made to
address any number from 0 to F:FFFF or 0 through F 64k page frames (where
0 is decimal 0 and F is decimal 16). This is 1,048,575 to normal persons,
1 Meg to the computer afflicted. This addressing scheme, incidentally, is
the reason for the 640k limit to DOS's conventional memory (0 through 9
page frames conventional memory, frames A through F reserved for adapter
and system BIOS). By the way, because the limit is imposed by the logic
of hexadecimal mathematics buying more hardware memory does nothing to
lift the limit and is an unfortunate source of confusion at times.

     At any rate, simply addressing a single memory location with an 8086
involved a high degree of situational awareness. Whenever you are running
your 32-bit microprocessor in 8086 compatible mode (Real mode), as you are
whenever you are running DOS, it is jumping through these funny loops.

Beginning with the 80286 class machines it became possible to address far
more memory directly (a "flat" or non-segmented memory model) but it was
done in Protected mode. The 80386 processors added more flexibility to how
protected mode programming could be accomplished as well as increasing the
addressable memory space. This is what your high-speed processor is doing
whenever you are running in Window's 386-Enhanced mode, as well as why
Virtual Memory in Windows can be so much larger than your actual RAM
memory (Windows is swapping the less-likely-to-be-addressed sections of
code out to disk at this time).

32 Bit Disk Access ---

     What benefits does 32 bit disk access provide? There are a couple of
benefits. If you are running DOS based applications through Windows you
will notice a slight performance increase. This may not be as much of an
increase as actually running your DOS based application in DOS.

     The largest benefit will be for those people running multiple Windows
applications concurrently. 32 bit disk speeds up the paging to and
from your swapfile. If you only run 2 or 3 applications at a time you
may not notice any difference in switching since your background
applications will be in memory and will not have been swapped to your
swapfile.

     But, if you have a lot of applications running at the same time you
will be able to switch from your current application to a background
application faster if you have 32 bit disk access. The program will not
run any faster, but you can switch to it faster. Performance is improved
only for those who must do a lot of switching between multiple
applications.

     Where things begin to get sticky is when Windows has to access disk
and file structures through (Real mode) DOS while it is doing Protected
mode stunts. There is a great deal of transposition between a Virtual
Memory direct address and an appropriate segmented address that DOS can
grab on to (and then write to disk). Taking the time to do this can impose
significant performance hits on your machine. The workaround is to
substitute special protected mode-aware drivers for both the disk BIOS
(32-bit disk access) and the file allocation table and disk caching scheme
(32-file access). Because "Protected Mode Virtual Device Driver" is rather
a clumsy term the marketing folks substituted the far more sexy "32-bit X"
nomenclature.

     So it's good, right? Well, as it turns out, not every disk BIOS is
the same. When Microsoft wrote the 32-bit disk access driver they assumed
that it would substitute for a Western Digital 1003 IDE drive controller's
BIOS (or, for that matter, the old ST-506 controller). As you can imagine,
inserting a device driver in the place of the BIOS code can be risky. If
the hard drive is not properly accessed by the driver, data loss can
result. So Microsoft built in several different safety checks into the
WDCTRL driver to ensure that data transfer would remain reliable.

     One of the things it checks is to make sure that the hard drive
controller is WD1003 compatible. The 32 bit disk access standards are
based on a WD1003 standard with no more than 1023 cylinders. Another thing
that is checked is to see that the INT13 BIOS code has not been modified.
When loading the Fast disk driver, it will write to and read from the
drive to ensure reliable data transfers. If your disk's BIOS isn't 1003
(or ST-506) register-compatible, i.e. if it isn't a conventional IDE (like
a "big" IDE drive, one with more than 1023 cylinders) or RLL/MFM drive,

this driver doesn't do you much good, since it will not load. In fact, forcing 32-bit disk access in these circumstances can degrade your system performance by forcing Windows to spend its time trying to work this out.

SCSI drives interface through their own drivers (ASPI.SYS, in most cases), which are optimized for them. The same goes for certain local-bus aware big IDE drives such as the WD2540 (540meg), WD2700 (730meg), or the WD31000 (1gig) drives. You can run disk access with the system set to autoconfigured and the cylinders reading to more than 1023 *BUT* you need the FASTDISK (WDCDRV version 2.3 or 2.5) driver available from the Gateway BBS (1-800-846-7562), or from Western Digital's BBS. The instructions for installing this driver should be contained in the readme files.

Please remember, the 32 bit Disk access _driver_ does not give you a 32 bit data path to move data on. The drive remains a 16 bit device. The driver only gives you 32 bit code vs 16 bit BIOS code for accessing your Windows swapfile.

Potential 32 bit disk access problems

[Big drives, but no 32bit disk access driver]

What do you do if you don't have a system which has the LBA settings in the BIOS, and you have a 540 meg drive? You have to lose some of the hard drive space to set the drive to the parameters the operating system can work with.

Here are the steps to follow:

1) Backup all of the information on your hard drive.

2) Get into the BIOS on booting and go to the hard drive setup.

3) Change the hard drive from Auto Config to User Defined and use the
    following parameters:

        Cylinders - 1023
        Heads - 16
        Sectors -63

4) Save these settings and boot onto the first DOS disk. Press F3
    twice to exit the setup program.

5) Type FDISK to repartition the drive to the new parameters. You
    have to delete the original partition, then recreate it with
    the new settings.

6) When this is done, press Escape to reboot the system and load DOS
    on it. Have the software format the drive for you
    automatically.

7) When the format is complete, reload your backup software, then
    restore your system.

[540, 730, 1gig, or larger IDE drives]

If you get the error "WDCTRL validation failed at phase 07,FF", this indicates you are trying to use the WDCTRL driver that is included with Windows on a drive that has more than 1023 cylinders. The fix for this is to get a driver that supports drives with more than 1023 Cylinders. If you

have a Western Digital drive, you can get the WDCDRV driver (FASTDISK) from most all the online services. If you have a other makes of "big" drive, you will need to contact the manufacture of the drive to see if they have written a 32 bit disk access driver.

The WDCDRV driver will not mount on any drives located on the secondary controller. Western Digital, the authors of the driver, believe that the secondary controller will be mainly used by IDE CD-ROM's and IDE TBU's, devices which can not utilize the driver anyway and would cause the driver to not load. So to avoid conflicts, they just prevented the driver from using the secondary controller. The only work around, should you have 3 hard drives, is to put the "Big" drives on the Primary controller, and use the smaller drives on the secondary controller. If all of your hard drives have a cylinder settings of more than 1023, the drives on the secondary controller must forego 32 bit disk access.

For GateWay Machines....

[P4D- Saturn II motherboard: BIOS ver 4.03]

On the P4D machines with Saturn II motherboard's, the "paddle board", as it is referred to, is used for the hard drive interface in lieu of the integrated controller , such as those used on the JX-30 and P5 motherboards. It will function as a plain IDE controller, when *not* loading the DTC2130 or the DOSEIDE device driver (depending on the particular version of the paddle board you have). But when you do load that driver, the INT13 BIOS code becomes modified (hooked), the safety check fails, the WDCTRL driver will not load, and you do not have 32 bit Disk access enabled. To resolve this, you can remark out the PCI driver in the Config.sys file or you can not load the 32-bit Disk Access driver. There is no other option, because of the 32 bit disk access safety checks.

[P4D- Aries motherboard: BIOS ver 4.04]

Should your P4D machine have the Aries motherboard, you will not have the paddle board mentioned above, but the motherboard features the CMD hard drive controller chipset integrated onto the motherboard. This chipset is noted for improved transfer rates between the hard drive and the processor, with one caveat: it requires drivers to take advantage of this speed. As we have discussed previously, these drivers will hook INT 13, thus effectively disabling 32 bit disk access. Things are not as bad as they might seem, because the good people at CMD have taken the time to write some drivers equivalent to the 32 bit disk access drivers. When the CMD drivers are loaded in the Config.sys file, the protected mode drivers are enabled, thus giving you "32 bit disk access" even though the "magic check box" does not indicate 32 bit disk access is enabled.

There is the possibility that the drivers have been removed, or are not present, in which case you will need to copy the files cmd640x.386 & cmdint13.386 [from the CMD disk] to the Windows directory. Now make the necessary changes below in the [386Enh] section by adding and/or remarking out the following lines:

[386Enh]
rem DEVICE=IOS.386
VIRTUALHDIRQ=OFF
rem DEVICE=VXDLDR.386

```
OVERLAPPED=TRUE
rem DEVICE=*INT13
DEVICE=CMD640X.386
rem DEVICE=*WDCTRL [if present]
DEVICE=CMDINT13.386
32BITDISKACCESS=ON
DEVICE=*BLOCKDEV
```

One thing to be aware of, if you use the "green" features of the
system, the CMD drivers have been found to conflict with the ˆ·hard
diskˆ¶ power management feature. You may still use the Windows CMD
driver [with power management enabled] providing that the hard disk is
permitted to spin-up fully prior to launching any applications.

If an application is launched while the hard disk is in the process of
spinning-up, then cmdint13.386 will fail to detect the hard disk
controller and an error message will appear. If you allows a 3 sec
delay before the hard disk is accessed then the ˆ·error messageˆ¶ will
not be displayed, and you should have no problems.

[IDE CD-ROMs]

If you have the NEC 2x, or the Mitsumi 4x IDE CD drive in your system
and it is installed on the same controller as your hard drive, you
cannot enable 32-bit Disk Access. This is because the file structures
for the CD won't support the writing to the drive, so it fails one of
the 32 bit disk access compatibility tests. If you have a Pentium
system with two controllers, make sure you have the most updated CD
drivers and connected to the CD to the ISA controller. Leave the hard
drive connected to the PCI controller. You will have to change the CD
driver line to show its movement from the primary to the secondary
controller in hte Config.sys driver line. Please consult your cd-rom
manual for the specific changes needed. With this setup, you can
enable 32-bit Disk Access.

[INT 13 hooking drivers]

Something to watch for when trying to figure out why 32 bit disk
access is failing, is any device driver that hooks INT13h will cause
32 bit disk access to fail. Some Novell drivers, caching controller
drivers, or other misc. drivers might be causing the Fast Disk driver
to fail to load because they are "hooking" INT13.

[None of the above]

If all of the above criteria is being met, the problem could be that
there are some lines missing from the [386ENH] section of the
SYSTEM.INI file. The lines to look for are:

```
32bitdiskaccess=on
device=*blockdev
```

```
 device=*pagefile
device=*int13
device=*wdctrl
```

Some common error messages and solutions. Courtesy of RJ Smith,
Western Digital Corporation ---

[WDCDRV can not load due to conflict with another virtual device]

Probable Cause:

1. The line

 device=*int13

 is probably missing from the [386Enh] section of SYSTEM.INI.

2. There is another VxD (Virtual Device Driver) loaded through the
[386Enh] section of SYSTEM.INI. This is probably the SYMEVNT.386
driver from the Norton Desktop for Windows or the Norton Utilities
v8.0. This driver must be removed for 32-bit disk access to load.

3. The CMD Windows VxD CMD640x.386 or the CMD DOS TSR driver
CMD640x.SYS is loaded. If using these two drivers. WDCDRV.386 is
redundant and should not be loaded. This is seen on the Gateway
BATIP-3 Anigma 486 PCI motherboard. These drivers provide EIDE
functionality and 32-bit Disk Access.

 Action:

1. Insert the line

  device=*int13

  in the [386Enh] section of SYSTEM.INI.

2. Remove the SYMEVNT.386 driver from SYSTEM.INI file. Or contact
Symantec for an updated version of this driver.

3. Try to identify other recently installed VxDs or other device drivers
that attempt to program the hard disk controller I/O ports directly.
Remove them if you want to continue using WDCDRV.386.

Background:

The WDCTRL driver was unable to register itself to Windows 3.1 as a
device driver, or it wasn't able to take over exclusive control of the
I/O ports used by the hard disk controller. At this point, the
controller has passed compatibility tests but software initialization
of the control parameters hasn't been done yet. Some other VxD has
already registered with the same VxD ID as WDCTRL or has already taken
over the I/O port addresses that WDCTRL wants to take over. This can
happen if you try to load WDCTRL more than once, or a vendor-supplied
VxD wants to reserve the same I/O addresses or uses the same VxD ID as
WDCTRL. Microsoft registers all VxD IDs to try to prevent these
conflicts. The proper action is to identify recently installed VxDs or
other device drivers that attempt to program the hard-disk controller

I/O ports directly and remove them if you want to continue using
FastDisk.

[WDCDRV can not load. Unrecognized disk software installed.]

Probable Cause:

1. The most probable cause is STEALTH mode in QEMM v7.0x.

2. This error can also mean that a DOS device driver has hooked the
ROM BIOS Int 13h incorrectly. WDCDRV checks for correct hooking of the
interrupt by looking at the address of the interrupt handler. If it is
not in conventional memory, and WDCDRV is loading , WDCDRV considers
the address incorrect. Begin removing device drivers that hook Int 13h
until you can successfully enable FastDisk. These device drivers can
be identified by most diagnostic programs. If you still have problems,
verify that all device drivers that hook Int 13h are up to date and
follow Microsoft's guidelines for hooking disk interrupts.

NOTE: WDCDRV checks the BIOS Int 13h interrupt vector value to see if
it is "acceptable". It broadcasts an Int 2Fh that asks DOS Int 13h
hookers if they are "BLOCKDEV Aware". If they are aware of BlockDev
and want fastdisk drivers to load then they will return 0 in CX.

Action:

1. Removing the command line option ST:M (or possibly ST:F) from the
QEMM command line will disable STEALTH completely. The customer can
also use the command line options XSTI=13 x=ssss-nnnn, where ssss is
the segment address of the Int 13h handler and nnnn is the offset
address. Information on obtaining the correct numbers for ssss and
nnnn are contained in the file XSTI.TEC on the Quarterdeck BBS and on
their Compuserve forum.

2. Run FINDHOOK.COM (available in Lib 1 of IBMHW on Compuserve in the
compressed file FHOOK.COM) to identify the software hooking Int 13h.
Determine if this software is critical to proper system operation. If
it is not, remove it. If it is critical, do not use 32-bit disk
access.

[WDCDRV Validation Failed At Phase 01,00]

Probable Cause:

1. The values returned by Int 13h Function 8h (Read Drive Parameters)
do not match the values stored in the Drive Parameter Table or
Enhanced Drive Parameter Table pointed to by Int 41h (drive C:) or Int
46h (Drive D:). This can happen if the STEALTH feature of QEMM v6.0
and above relocates the DPT or EDPT to protected mode memory. Since
the FastDisk device is in its initialization phase and running in real
mode, it cannot access the DPT or EDPT and cannot verify the values
contained therein match the BIOS Int 13h Function 8h values.

2. The BIOS is operating the drive in LBA (Logical Block Addressing)
mode but has not built a valid Enhanced Drive Parameter Table. Either
the signature is invalid (does not conform to the Axh pattern) or the
checksum is invalid.

Action:

----
1. Removing the command line option ST:M (or ST:F) from the QEMM
command line will disable STEALTH completely. Customer can also use
the command line options XSTI=13 x=ssss-nnnn, where ssss is the
segment address of the Int 13h handler and nnnn is the offset address.
Information on the correct numbers for ssss and nnnn are found in the
file XSTI.TEC on the Quarterdeck BBS or their Compuserve forum. These
options prevent Stealth from relocating the Drive Parameter Tables and
the Int 13h handler.

2. Run WDTBLCHK.EXE to determine if the BIOS is operating the drive in
LBA mode and whether it has created a valid EDPT. If there is no valid
Enhanced Drive Parameter Table, WDCDRV cannot determine the
translation mode and therefore cannot load. A BIOS upgrade is
necessary in this case.

[This program tried to access your hard disk in a way that is
incompatible with the Windows 32-bit disk access feature (WDCTRL).
This may cause your system to become unstable.]

Probable Cause:

A device driver, TSR, or application tried to access the hard-disk
controller ports directly while WDCDRV was loaded. WDCDRV returns an
error code without performing the operation. This is probably a Virus
Checker writing directly to the drive. This also occurs with the DOS
UNDELETE program when run from a DOS window.

Action:

Find the application or device driver that attempted to program the
hard-disk controller ports directly. If you discover that the
offending application or device is essential to the operation of your
system, your only alternative is to disable FastDisk. Disable the
32-bit disk access checkbox in the Change Virtual Memory Settings
dialog in the 386 Enhanced section of the Control Panel.

[WDCDRV Validation Failed at Phase 09,1F]

Probable Cause:

You attempted to use WDCDRV.386 in a system with no Western Digital
high capacity drive installed. WDCDRV.386 will only load if there is
at least one Western Digital drive in the system.

Action:
----

1. Remove the line

   device=WDCDRV.386

   from the [368Enh] section of SYSTEM.INI.

2. Install a Western Digital drive.

[Application Error: Control Caused a Load Segment Failure in module

CPWIN386.CPL at address 0001:3CCA]

Probable Cause:

WDCDRV.386 has a Block Count set which is greater than 0 and Windows
For Workgroups is using 32-Bit File Access which uses Scatter/Gather
DMA . This only occurs under the following conditions:

      Windows For Workgroups is in use
      32-bit File Access is enabled
      WDCDRV.386 is loaded
      ROCKET.BIN is loaded in Config.sys

Action:
----
1. Run the CAVIAR.EXE program and set the WDCDRV.386 Block Count to
zero (0). If the customer has the older version of CAVIAR.EXE have
them insert the following line in the [WDCDRV] section of SYSTEM.INI:

 BLOCKINGFACTOR=0

    or

2. Place the command line option /W=1 (or /W=1,1 for a two drive
system) on the device=rocket.bin command line. This disables block
writes in rocket.

[WDCDRV Validation Failed at Phase 0A,1F]

Probable Cause:

The BIOS has built an invalid Enhanced Drive Parameter Table.

Action:

1. Run WDTBLCHK to verify that there is an invalid/no Enhanced Drive
Parameter Table.

2. Inform customer that a BIOS upgrade is necessary.

[None. Windows For Workgroups locks up after the customer exits
Windows For Workgroups and then restarts it.]

Probable Cause:

Customer is running WFWG on top of Novell Netware 3.12 and using the
Microsoft supplied ODI support layer VxD MSODISUP.386 (in the [386Enh]
section of SYSTEM.INI. WDCDRV.386 v2.5 is incompatible with the
Microsoft supplied ODI support driver MSODISUP.386.

Action:

1. Disable WDCDRV.386. This allows network drivers to load.

2. Start WFWG with the /N command line option. This prevents the
network drivers from loading and allows 32-bit Disk Access but no
network access.

[None. Windows For Workgroups locks up when the customer starts Windows.]

Probable Cause:

Customer is running WDCDRV with DMA transfers set to "Auto-Detect" and the motherboard PCI-EIDE chipset does not properly implement DMA transfers.

Action:

1. Start Windows with the command line option /D:F to prevent WDCDRV.386 from loading.

2. Run CAVIAR.EXE and disable DMA transfers and Scatter/Gather DMA.

[Fatal Error #2 - Turn Off Your Computer Now!]

Probable Cause:

Customer machine has a Phoenix BIOS v4.03 dated prior to July 1994 (7/94). This BIOS does not build a valid Enhanced Drive Parameter Table yet it performs LBA translations.

Action:

1. Start Windows with the command line option /D:F to prevent WDCDRV.386 from loading.

2. Disable WDCDRV.386.

3. Advise the customer that a BIOS upgrade is required from the motherboard/system OEM. One is available from Phoenix, but only to the OEM.

[WDCDRV Validation Failed at Phase 0A,1F. Page 7]

Probable Cause:

1. Disk Manager is being used in a system which auto-detects the drive's correct CHS geometry and which supports the drive at full capacity.

2. The drive is attached to a caching controller

Action:

1. Remove Disk Manager. It is not needed.

2. Disconnect the drive from the caching controller or do not use WDCDRV.386

32 Bit File Access --

32-bit file access is probably the more confusing issue. With the release of WFW 3.11 came a number of protected mode enhancements that Microsoft refers to as the "Installable File System". (Thus the title of the IFSHLP.SYS driver that is installed in your CONFIG.SYS file - more on this later.) The basic idea behind all these services is the same - to make writing information to and from system devices more efficient by obviating DOS's inherent file handling processes. Besides "32-bit file access" (Virtual File Allocation Table services or VFAT) there is VCACHE, which does more or less the same job that SmartDrv does, only in protected mode, and VREDIR, the protected mode network redirector.

All of these new services (the "Installable File System" family) are driven by the IFSMGR driver that is loaded by WFW 3.11. It is necessary to have the IFSHLP.SYS driver loaded in your CONFIG.SYS in order for IFSMGR to bind itself into DOS's existing file system. Thus we have second mode of failure for the IFS - you must have the IFSHLP.SYS running in order to enable "32-bit file access" (or any other part of the IFS family).

Because the VCACHE driver takes over SmartDrv functions for the hard drive when it is running (whenever you are in Windows for Workgroups) SmartDrv is effectively disabled whenever you have 32-bit file access enabled. It still has a role when you are running real mode DOS, and for floppies and CD-ROMS.

Potential 32 bit file access problems --

All of these 32 bit file access expansions build on the WDCTRL device driver that handles protected mode disk access and so will not be available if you attempt to, but cannot enable "32 bit disk access". If you leave 32 bit disk access disabled, you shouldn't have a problem. This is the first mode of failure and acompanying workaround for getting "32-bit FILE access".

There are, of course, other interesting things that can kill off the IFS. Curiously, one of these is disk compression in the form of DOS 6.0 DoubleSpace. You cannot use 32-bit file access if you are running DOS 6.0 DoubleSpace partially because of the extra processing overhead involved in running disk compression schemes and partially because VCACHE cannot reliably estimate the true amount of space available on a compressed drive (the available space reported is only an estimate based on how compressible likely data will turn out to be). Version 6.2 DoubleSpace does accommodate the IFS.

It has been seen that Norton Desktop can cause 32 bit file access to fail to load, as can loading a NOEMM driver with PCTools for Windows. Both Norton and PCTools offer some sort of patch to allow 32 bit file access to be enabled with their shells.

The QUALITY line in the Autoexec.bat file can also cause problems loading 32 bit file access.

Intel's line of "SatisFaxtion" modems, because of the drivers they use, will prevent 32 bit file access from loading.

An interesting trade off with the VFAT is that you cannot run Undelete with it (it has replaced the FAT structure that DOS normally uses). Another way to disrupt the VFAT is to when a DOS program hasn't

properly closed files in use before Windows starts. Under these
conditions the VFAT will not load but SmartDrv is disabled anyway. The
result is very slow system performance.

Another part of the IFS family is VCOMM.386. This is, as you might
have guessed, the protected mode communications driver. Applications
that install their own replacements for Window's COMM.DRV driver have
the potential to disrupt the IFS stack and thus make it impossible to
get "32-bit file access". Examples are fax packages that substitute
their own driver for COMM.DRV (e.g. WinFax). A related anomaly occurs
with any of Intel's CAS modems (notably the SatisFaxtion series).
There tends to be timing conflicts with the CAS drivers that
effectively disable 32-bit file access. Workarounds exist but there
continue to be problems with this particular software/ hardware
combination.

On a more theoretical basis, all of these issues arise as a matter of
running "advanced" services on top of a operating system architecture
(DOS) that must accommodate everything back to the original 8088
processors. In some ways Window for Workgroups 3.11 represents a sort
of halfway house to Windows 4.0. We most likely have not seen the last
of these structures.

NOTE: I have decided to add this to the standard file, the following
is part of a posting from another customer describing how he got 32
bit access working using the latest WDCDRV driver from Western
Digital.

1. I first copied wdcdrv.386 dated 22.06.94 into the WINDOWS directory
to replace the old file dated 16.02.94 put there by my previous
experimenting with WIN31.

2. In DOS, I opened SYSTEM.INI and did the following changes in the
[386Enh] section:
;[REM]device=*wdctrl
32BitDiskAccess=off
device=*int13 device=c:\windows\wdcdrv.386

3. I then erased all entries in the [wdcdrv] section, leaving just the
section name intact.

4. I then fired-up WfW and ran CAVIAR, telling it to sense everything
automatically.

5. Next the usual bit with the CONTROL PANEL virtual memory setting,
selecting 32bits file access, and following the procedures of
restarting windows.

It worked for me, so it should work for others as well.

IMPORTANT NOTE!!!!!!!!!

The WDCDRV.386 driver mentioned above is available in the MSWFWG forum
under the 32-Bit Access section. I hope this helps in your quest for
32 bit access.

   ""

```
        A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N
```

                    FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent
to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY
600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed
Stamped Envelope [SASE] (business sized envelope please) to:

                        STReport's Fargo Printout Offer
                                P.O. Box 6672
                        Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior
to the newest of Color Laser Printers selling for more than three times as
much. Its said that ONE Picture is worth a thousand words. Send for this
sample now. Guaranteed you will be amazed at the superb quality. (please,
allow at least a one week turn-around)

```
        A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N
    """"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

                    :HOW TO GET YOUR OWN GENIE ACCOUNT:
                    _____

        Set your communications software to Half Duplex (or Local Echo)
                        Call: (with modem) 800-638-8369.
                Upon connection type HHH (RETURN after that).
                        Wait for the U#= prompt.

                Type: XTX99587,CPUREPT then, hit RETURN.

Fire up that high-speed modem and head for your favorite GEnie Software
Library!   Effective October 10, 1994, you'll be able to participate in an
open beta test, offering access to GEnie Services at 9600 bps for as
little as $5.00 per hour.

As a result of an arrangement with Sprint, GEnie will be offering 9600 bps
access from almost 300 SprintNet locations. Best of all, this high-speed
access will not be subject to high-priced surcharges. The normal $2.00
per hour SprintNet surcharge will apply...even at 9600 bps! This open
beta test is expected to run through the end of the year.

To find the number of the SprintNet access number nearest you, simply type
PHONES at any GEnie menu prompt (or use the "Move To Keyword" option in
GENIE for Windows and type PHONES). Remember, this rate applies only to
9600 bps access via SprintNet. So be sure to choose the access number
showing "9600" in the "Baud Rate" column AND "SprintNet" in the "Network"
column.

From the "Fine Print" department, please note that the $2.00 per hour
surcharge for SprintNet access is applicable even during your initial four
hours of monthly usage.

So, whether you're into downloading software, reading bulletin boards, or
accessing databases, it's about to become cheaper to do it faster!

        GENIE Information Services copyright   1995 by General Electric
            Information Services/GENIE, reprinted by permission
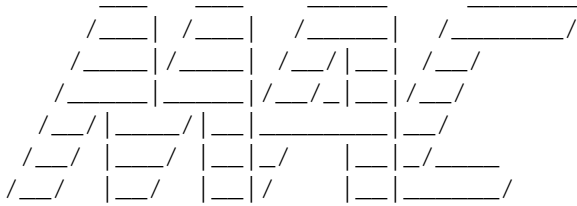
```
      ___   ____   _____   _____
     /___| /___|  /_____| /_____/            The Macintosh RoundTable
    /____|/___|  /__/|__| /__/                _____
   /_____|_____|/__/_|__|/__/
  /__/|____/|__|_____|__/
 /__/  |__/  |__|_/   |__|_/___               Managed by SyndiComm
/__/   |__/   |__|/    |__|_____/
```

            An Official Forum of the International Computer Users Group

                      *** STReport available in MAC RT ***
                               ASCII TEXT
                          for ALL GENIE users!

                         MAC/APPLE SECTION (II)
                         ======================
                      John Deegan, Editor (Temp)

> KODAK & LIVE PICTURE SIGN STR FOCUS!
  """"""""""""""""""""""""""""""""""""""

          KODAK & LIVE PICTURE, INC. SIGN EQUITY, TECHNOLOGY AGREEMENT
          ===

     ROCHESTER, N.Y. and SOQUEL, CA., January 17 -- Eastman Kodak Company
and Live Picture, Inc. (formerly FITS Imaging) today signed a broad
technology and product development agreement covering a range of imaging
applications.

     As part of the agreement, Kodak obtains a license to apply Live
Picture's new and advanced resolution-independent image viewing and
editing technology in future Kodak digital imaging products.

     The combination of the Live Picture technology and Kodak's digital
imaging and color management science will make it easier to open and
manipulate high quality images. In addition to requiring less computer
power, this combination of capabilities will greatly enable the
utilization of images on computer networks and common carriers. For
example, users
will be able to utilize regular telephone lines in the process of
retrieval, manipulation and transmission of high quality images.

     Live Picture's technology will also provide a strong complement to
future Kodak imaging products, offering users of digital images the
ability to efficiently manipulate a digital image faster and with less
computing power than with other software. Images can be opened and
displayed in seconds. Subsequent cropping, zooming, panning, and
geometric transformation can be accomplished with similar speed. This
```

capability will be provided all the way from the sophisticated graphics arts user to the desktop user in the home.

"Later this year, when this new technology has been incorporated into Photo CD applications, many more PC users with lower levels of random access memory (RAM) will be able to manipulate high resolution images," said Carl Gustin, vice president and general manager of Kodak's Digital and Applied Imaging business.  "And those images will be available for immediate printing or inclusion in compound documents with little or no delay.

"Photo CD technology will provide an even more potent bridge to digital imaging and it will continue to be easily available through local photo processors and other service providers," Gustin added.  "With this and other steps we intend to take, Photo CD  will gain new power and utility.

"Kodak and Live Picture will pursue an open licensing strategy as products emerge from the alliance.  Initially, software developer kits will be available, as well as libraries that can be included in popular operating systems such as Windows, Macintosh, UNIX, etc.

Live Picture president Bruno Delean explained why his company is teaming up with Kodak:  "Most importantly, Kodak has a profound understanding of our technology and the speed and quality advantages that it offers the customer.  Incorporating our technology with Photo CD and in other ways is a natural step and shows that Kodak, with its new management, is truly a leader in digital imaging.

"The combination of Kodak's market leadership and an open licensing strategy will make this the next big standard in digital imaging," Delean added.  He noted that future versions of Live Picture, as well as forthcoming applications from Live Picture, will support Photo CD and the Kodak Color Management System.

The Live Picture technology is a new way of formatting and manipulating the millions of pixels -- dots of color information -- that digitally define an image.  Images are stored as a sequence of subimages (from full resolution to low resolution) which are organized into discrete "tiles" or segments, making it possible to quickly access only the information needed to fill the screen and to smoothly and rapidly manipulate the image.

This formatting allows for high-quality image composing and editing. Image edits are stored separately as commands that can be updated, deleted and reordered prior to rendering the final image for printing, thus avoiding the cumulative error buildup due to independent sequential edits and the loss of speed caused by the processing of unnecessary image data.

Live Picture currently offers the new technology in the award-winning Live Picture software product, a "high end" image editing and composition system for photographers, graphic artists and other publishing professionals.  The software is published by HSC Software in North America, Koyosha Graphics in Japan, and elsewhere by Live Picture, Inc.

As part of the agreement, Kodak will make an equity investment in Live Picture.  The size of the investment was not disclosed.

****

_____


> Wings of Glory STR InfoFile        Computer Pilots & Dogfighting
    """"""""""""""""""""""""""""""


                        "WINGS OF GLORY"
                        ===============


            Takes Computer Pilots Back to Basics of Dogfighting
            ---------------------------------------------------


(AUSTIN, TX): Before laser-guided missiles, before infrared bombs,even
before radio, there was still war in the sky. ORIGIN's Wings of Glory on
CD-ROM, takes you back to the days of World War I, when high-tech aircraft
were those that didn't shoot off their own propellers. The game is
scheduled to ship in January.

     Wings of Glory captures the silver-screen magic of classic films like
the Blue Max and Hell's Angels. Daring young pilots took to the skies in
canvas-covered aeroplanes with nothing but a machine gun and their wits.
Flying for the British Royal Flying Corps, and later the Americans, you'll
fly through puffy, white clouds in the open-air cockpits of five historic
planes: the Sopwith Pup, Sopwith Camel, SE5a, SPAD XIII and the Fokker Dr.
I. With ORIGIN's RealSpace graphics engine, you'll see unprecedented
detail in the colorful but deadly planes of the German Hunter Squadrons.
As your superiors recognize your skills, they'll send you on deadlier
missions, taking out the so-called "sausage" observation balloons as well
as behemoth zeppelins. All the while, newspaper headlines will keep you
updated on the progress of the war, both the good news and the bad.

     Four-channel digital sound gives you the roar of dogfighting the way
WWI pilots heard it. An Instant Mission Generator lets you fly against any
combination of enemies you choose. A Mission Recorder lets you save your
favorite battles and watch them again from multiple camera angles. The
mission files are so small, they can be traded on disk or shared with
other would-be aces over online services such as CompuServe and America
Online.

Current system requirements* for Wings of Glory are:
---------------------------------------------------
IBM-PC, 486/50+
256-color VGA graphics
8 MB RAM
15 MB minimum hard drive space
MS-DOS 5.0 or higher
Double speed CD drive or faster
Keyboard, mouse (joystick recommended, also supports rudder pedals)
MUSIC (optional): Ad Lib, Sound Blaster, Roland SCC-1, General MIDI
MPU-401
or 100% compatible sound board
SPEECH/SOUND EFFECTS (optional): Sound Blaster
or 100% compatible sound board

Expected retail price $55-$70

*System requirements subject to change


```
*********************************************************************
```

                          IMPORTANT NOTICE!
                          =================

STReport International OnLine Magazine is available every week for your
reading pleasure on DELPHI. STReport's readers are invited to join DELPHI
and become a part of an extremely friendly community of enthusiastic
computer users there.

                        SIGNING UP WITH DELPHI
                        ======================

           Using a personal computer and modem, members worldwide access
                    DELPHI services via a local phone call

                             JOIN --DELPHI

                Via modem, dial up DELPHI at 1-800-695-4002
                                 then...
                   When connected, press RETURN once or twice
                                  and...
                   At Password: type STREPORT and press RETURN.

                         DELPHI's 20/20 Advantage Plan
                            20 Hours for Only $20!

Advantage Members have always enjoyed the lowest DELPHI access rates
available. On the new 20/20 Advantage Plan, members receive their first 20
hours of access each month for only $20. If you happen to meet someone
OnLine or find some other diversion, don't worry because additional usage
is only $1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within
the continental United States during home time or via direct dial around
the clock. Home Time is from 6pm to 6am weekdays. Access during business
time carries a surcharge of $9 per hour. These rates apply for most
services, but note that there are some surcharged areas on DELPHI which
are clearly marked with a "$" sign.

Who is eligible to take advantage of the plan? Any DELPHI member in good
standing. Applications are reviewed and subject to approval by Delphi
Internet Services Corporation.

It's easy to join. If you meet the eligibility requirements, you can apply
OnLine -- at any time -- for membership in the DELPHI 20/20 Advantage
Plan. Your membership becomes active at 4 a.m. Eastern Time on the first
billing day of the following month.

The $20 charge will be billed to you at the beginning of the month to
which it applies. Any portion of the 20 hours not used in any month does

not carry forward into the next month.

        Advantage rates may be changed with 30 days notice given OnLine.

                        TRY DELPHI FOR $1 AN HOUR!

For a limited time, you can become a trial member of DELPHI, and receive 5
hours of evening and weekend access during this month for only $5.   If
you're not satisfied, simply cancel your account before the end of the
calendar month with no further obligation. If you keep your account
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,
where you can use up to 4 weekend and evening hours a month for a minimum
$10 monthly charge, with additional hours available at $3.96. But hurry,
this special trial offer will expire soon! To take advantage of this
limited offer, use your modem to dial 1-800-365-4636. Press <RET> once or
twice. When you get the Password: prompt, type IP26 and press <RET> again.
Then, just answer the questions and within a day or two, you'll officially
be a member of DELPHI!

        DELPHI-It's the BEST Value and getting BETTER all the time!

         ****

                        ATARI/JAG SECTION (III)
                        =======================
                         Dana Jacobson, Editor

> From the Atari Editor's Desk   "Saying it like it is!"
  """"""""""""""""""""""""""""""

      Well, the phones are back online again - only four days to fix
them this time....sigh. It seems a few of us on the Atari staff had
similar problems last week.

      We've got some interesting information this week. Personally, I
don't have a lot to say this week; so why not turn the heat up a notch
(those of us who have a real winter!) and enjoy the reading!

      Until next time...

                _____

> In The News! STR InfoFile!
  """"""""""""""""""""""""""""

                  -/- Team Warns of New Internet Threat -/-

      Computer watchdogs are warning that online vandals have come up with
a new trick to break into systems linked to the Internet, saying intruders
could copy or destroy documents or even work undetected by masquerading as
an authorized user.

Officials of the government-backed Computer Emergency Response Team are expected this week to outline ways to prevent the intrusions, according to a report in The New York Times this morning.

The Associated Press says the first known attack using the new technique, known as "Internet protocol spoofing," was on Dec. 25 against the computer of computer security expert Tsutomu Shimomura at the San Diego Supercomputer Center. Shimomura told The Times the intruder took over his computer for more than a day and electronically stole a large number of security programs.

"Several attacks have been reported since then, but the exact number is unknown," AP says.

CERT officials at Carnegie-Mellon University in Pittsburgh say the new assaults are a warning that better security precautions must be taken before businesses dive into the Internet.

"Essentially everyone is vulnerable," said James Settle, a former FBI computer crime expert who is now an executive at the Inet Corp., a computer security firm.

AP says, "The intruders fool computers into believing that a message is coming from a trusted source. By posing as a familiar computer, an attacker can get access to protected computer resources and seize control of what was considered a well-guarded system."

The wire service adds classified government computer systems are not thought to be at risk because they are not directly connected to the Internet, but that many of the new business systems on the Internet might be targeted.

The Times says CERT will post a security warning today that will include a list of brands of computers that can use a program to guard against the intrusion method.

Meanwhile, the Reuter News Service says "Internet spoofing" can be compared "to finding that master keys to all the front doors in the neighborhood have fallen into the hands of burglars."

The technique "made use of a flaw in the Internet design to fool router computers into believing a message is coming from a trustworthy source," Reuters says. "By masking its data as coming from a familiar computer the illegal hackers can gain access to protected computer resources and penetrate the system."

                    -/- CERT Posts Internet Warnings -/-

Following up on its promise, the government-backed Computer Emergency Response Team has posted its advisory about the latest threats to security on the Internet.

As reported yesterday, CERT says online vandals are using a trick called "Internet protocol spoofing" that enables them to break into linked systems, copy or destroy documents or work undetected by masquerading as an authorized user.

CERT officials now add Internet users may be able to detect if
security has been breached on the host computer they're logged in on. Two
signs of possible trouble are if commands that users didn't type start
appearing on their screens, or if a blank screen appears that no longer
responds to commands.

The advisory posted on the Internet urged operators of Internet host
computers to encourage users to report such activity, and to "pay
particular attention to connections that have been idle for a long time."
Further information is available on the Internet at the FTP site
info.cert.org, or by electronic mail addressed to cert@cert.org. The
advisory urged that any sensitive information sent by electronic mail be
encrypted; contact the team for details. (Enter GO INTERNET to reach
CompuServe's FTP feature.)

Associated Press writer Mike Mokrzycki reports the "spoofing" isn't
new, at least in theory.

"It exploits a weakness in the Unix operating system, the backbone of
the Internet, that was described in an academic papers in 1985 and 1989,"
he writes. "The Internet breaks computer messages into digital data
'packets' with addressing information -- the protocols -- used by network
computers known as routers, which deliver the data. Spoofing can fool the
router into believing a message is coming from an authorized source."

The CERT advisory notes, "Intruders can use IP spoofing to gain root
access for any purpose."

After "getting root," as it's sometimes called, intruders can use a
"hijacking tool" to take over connections from any user on the system,
CERT says.

The advisory says some types of networks already include filters that
should prevent the attacks, but many others don't.

                    -/- Apple Appeals to Supreme Court -/-

Apple Computer Inc. is asking the U.S. Supreme Court to review its
long-running copyright suit against Microsoft Corp. and Hewlett-Packard
Co., arguing lower-court rulings could sharply limit protection of
software.

However, lawyers familiar with the case told reporter Don Clark of
The Wall Street Journal it is a long-shot that Apple will persuade the
high court to review the matter.

It was seven years ago this spring that Apple filed its original suit,
contending Microsoft's Windows and HP's NewWave illegally copy the screen
displays of Apple's Macintosh computer. Apple lost the first round before
the U.S. District Court and then the U.S. Ninth Circuit Court of Appeals
upheld the findings last September.

The Journal reports this morning Apple argues in its petition for
Supreme Court review that lower court rulings:

-:- Concluded only "virtually identical" copying was illegal, where
other courts have ruled against competing programs that were only

"substantially similar" to the original.

     -:- Erred by dissecting the Macintosh displays to consider individual
symbols or other elements, and should have considered the overall
resemblance of the Macintosh to the rival programs.

     Calling the dispute the "most significant copyright case of recent
times" to the software industry, Apple said the lower-court rulings could
open U.S. companies to foreign copying on a massive scale.

     The Journal says the petition was filed Dec. 19, but was not disclosed
until recently when Hewlett-Packard distributed a reply to some reporters,
arguing Apple resorted to "gross mis-characterizations" of the lower-court
rulings to argue that they departed from other copyright precedents.

     Clark says HP argues the courts properly narrowed the case to a small
number of features that weren't covered by a license that Apple had
granted
to Microsoft, and said only those items must be "virtually identical" to
the original.

     Meanwhile, a Microsoft spokeswoman told the paper her employers is
confident that the rulings will stand.

     Attorney G. Gervaise Davis III of Monterey, California, has studied
the case and predicted the Supreme Court won't review it, because the key
issue is the license with Microsoft, not a broad issue that affects many
companies.

> Computer Virus Handbook! STR InfoFile! - Ultimate Virus Killer Book!
  ""

          THE ULTIMATE VIRUS KILLER BOOK, by Richard Karsmakers
     ----

 Yes! Finally it *will* happen!

Over the past few years I've been writing a book called the "Ultimate
Virus Killer" book, i.e. the ultimate book for those of you who are
interested in the virus phenomenon - or your protection against it.

o   What to do against viruses.
o   What viruses can and can't do.
o   A history of viruses on Atari, MS-DOS, Apple and other systems.
o   Extensive virus classification described.
o   All sense and nonsense ever said about Atari viruses outlined.
o   A full and extended "Ultimate Virus Killer" manual.
o   A list of all Atari viruses and their symptoms.
o   The biggest glossary you ever saw.
o   A total of around 250 pages of know-how.

The book is planned to be ready by July 1st 1995, but if you order
before May 1st (post mark!) you will get an interesting discount.
Please refer to the ordering details, below.

IMPORTANT: THE BOOK IS ONLY AVAILABLE FOR A LIMITED PERIOD! ORDERS
RECEIVED AFTER DECEMBER 31ST 1995 WILL NO LONGER BE PROCESSED!

```
-------------------------------------------------------------------
                         Ordering conditions
-------------------------------------------------------------------


United Kingdom:

!11.99 to be sent as a UK cheque made out to "Mr. Karsmakers".  If you
order before May 1st, you will get a !2 discount, making the amount !9.99.
YOUR CHEQUE WILL NOT BE CASHED IN UNTIL THE BOOK IS SENT OFF TO YOU. This
should be in July 1995.  If you order after August 1st 1995, please allow
up to six weeks for delivery.  Please  *clearly*  state your name and
address and send your cheque off to the address below.

 Nederland / The Netherlands:

Hfl 29,95 per Nederlandse cheque op naam van "Dhr.  Karsmakers".  Indien U
voor 1 Mei bestelt (let op:  Het boek is in het Engels!) krijgt U 5 gulden
korting, dus dan betaald U slechts Hfl  24,95. UW CHEQUE WORDT PAS GEIND
WANNEER HET BOEK AAN U WORDT VERSTUURD. Dit gaat gebeuren in Juli 1995.
 Indien U na 1 Augustus 1995 besteld, houd s.v.p. rekening met een
levertijd tot vier weken. Vermeld s.v.p. *duidelijk* Uw naam en adres en
stuur Uw cheque naar het hieronder vermelde adres.

 The rest of the world:

US$ 25 to be transferred via an International Money Order.  Absolutely no
cheques or cash!  When you order before May 1st you will get a discount of
US$ 5, making the amount to be paid a mere US$ 20.  YOUR INTERNATIONAL
MONEY ORDER WON'T BE CASHED IN UNTIL THE BOOK IS SENT OFF TO YOU. This
should be in July 1995.  If you order after August 1st 1995, please allow
up to six weeks for delivery.  Please  *clearly* state your name and
address and send your IMO off to the address below.


-------------------------------------------------------------------
               The address to send your stuff to:
-------------------------------------------------------------------


 International:                        For the Netherlands:

 Richard Karsmakers                    Richard Karsmakers
 P.O.Box 67                            Postbus 67
 NL-3500 AB  Utrecht                   3500 AB  Utrecht
 The Netherlands


-------------------------------------------------------------------
                         Important notes:
-------------------------------------------------------------------
 o    In case of the Ultimate Virus Killer book not happening at
      all, your International Money Order or cheque will be
      destroyed.
 o    If you have an email account and specify it upon ordering, I
      will let you know when the book is being sent off.
 o    The prices include postage and packaging costs.
 o    Remember: The book won't be available anymore after December
      31st 1995!
```

From Compuserve:
[Editor's note: Spelling corrections and some editing done for clarity]

Sb: #FONTGDOS
Fm: HANK WEICHBRODT 73645,1756
To: 100126,2777 (X)

Simon,

I downloaded those GDOS fonts that you mentioned and they don't appear
to be working with FONTGDOS. I still have not been getting any ACTIVE
FONTS just INACTIVE FONTS on the Devise ID's that I use.

* Reply: 105151

Sb: #105085-#FONTGDOS
Fm: Simon Churchill 100126,2777
To: HANK WEICHBRODT 73645,1756

Hank

******   Very LONG message save me PLEASE!!!!! ******

I'm not sure if all your message was received by CIS, it stops with an
'a' and that's it.   P.S watch out for my spelling it's crap!

Anyway, just out of interest, I take it you have unpacked any files
that needed unpacking (Eg ZIP's), all the fonts are in a directory
say FONTS or GDOS and you have a printer(s) driver in there as well.

....

Gone to play, please wait. 8-)

....

Right, I have been off and had a play with FONTGDOS on my hard disk and
am now back to try and give you what I have found out.

First of all there is the AUTO folder where the FONTGDOS.PRG should be,
is it? Next, There are 3 Accessories. These need to be installed to set
up Fontgdos correctly, one is used for setting up the main system, the
other 2 are extras to adjust other things. The acc's are: FSM.ACC,
FONTGDOS.ACC, and FSMPRINT.ACC.

FSM.ACC This is used for the scalable part of the FONTGDOS system and
sets up the EXTENDED.SYS cache sizes.   The scalable part is not used.

FONTGDOS.ACC This is the set up acc and the most important and MUST be
in the root directory with the others if you want to get the system
working. This sets up the ASSIGN.SYS file completely.

FSMPRINT.ACC This is to set up the FSM printer configuration, not
much use to us but have it there for fun. This adjusts the printer
driver .SYS files.

O.k. if they are in the root dir, the PRG is in the AUTO dir and the fonts and printer driver are in a dir.   (Fonts have an extension of FNT, just so you can see if there are any in the directory you have.)

There should be no ASSIGN.SYS file and no EXTENDED.SYS file, remove them if they are present and then reset the computer, FONTGDOS.PRG will get upset and not load, this is correct, first you need the ACC's loaded. (Unless you are using the CPX's where you will use the control panel.)

Right, forget FSM.ACC for now, our first port of call is FONTGDOS.ACC. And this is where things get fun. A tip for you, click on just about every word in the window as this normally brings up an option or will enable you to change something.

Click on the 'Printer Selector' (This is FONTGDOS.ACC) from the desktop acc area so a window pops up with a lot of text on it, at the bottom is a box with the word 'OPTIONS' in it, go and click here. You will be placed at a sub screen, at the bottom of the list is a PATH, click here to set the path for the fonts and drivers.

The top option is the driver's install bit. You need to play with this but basically you should end up with No. 1-4 as Screen.sys with the option to the right set for ROM. No. 21 should be a Printer.sys with the option RES and No. 31 should be Meta.sys and the option set for RES. You may need to add the last two with the bottom section in the window.

Get that part. No, then have a play and see what it does.

Once finished click on the MENU box at the bottom right. Next is the vital font active/inactive option, that's the middle one of the three. 8-)

Once in its sub screen the top option will say 'ACTIVE FONTS', at a guess there will be none, click on the words and change it so it reads 'INACTIVE FONTS', if the PATH has been set then you should see a list of fonts with a scroll bar on the right.

Notice the No. and it's reference to the top right, you now have to set the fonts to each of these No. So for No. 1 SCREEN.SYS you would highlight (by clicking on them, Hold shift for multiple selection) and then APPEND them to that driver.   You should APPEND only screen fonts to the SCREEN.SYS No.'s and Printer fonts to the PRINTER.SYS (No.21). To see what has been appended change the option to 'ACTIVE FONTS'

Once all fonts have been appended then you can click on MENU and return to the main 3 options menu area. Click on TOP MENU to return to the main menu.

At the top a small window says 'CURRENT PRINTER', if you have installed all the printer driver(s) then click here to choose the one for your printer, if you only have one then its name should be printed in the box.   If the printer driver is a FSM type then it will have some details about it underneath, if it's not then you won't!

Click on SAVE to save a ASSIGN.SYS file then on exit, believe it or not that's the main part done!

If your printer driver is an FSM type (You will know because of the

extra details the previous ACC's main menu.) The you can use the
'Printer Config' in the desktop ACC's slots.   All this will do is give
you some options to change the paper size and the odd other item, of
no real use.

O.k. it's off to the desktop ACC's slot once again and click on the
FSM Manager. Click on the OPTIONS button and select the OUTLINE fonts.
You should have a new menu on screen, click on the 'Set Cache' button.
You will now be shown the settings for the cache system, if you have
little memory then click on the down arrow to decrease the value. When
you are happy with the figures, (The cache is normally slightly larger
than your largest uncompressed font, EG a 36 Point printer font would
be one of the biggest unless you have a bigger point size) click O.k.
or exit.

Once you are back at the main menu click on save to save the
EXTENDED.SYS file then you can exit.

If you want to save memory then rename all the ACC's to ACX, however
the most important ACC is the FONTGDOS.ACC and should be available
from the desktop ACC slot at all times.

Guess what? it's time to reset that computer again and see if the
system starts with out any problems.

If it starts o.k. find an application that uses GDOS and run it. If
you get fonts then it worked, if you don't then go back to
FONTGDOS.ACC and check both the screen and printer fonts are set
correctly. (EG they are in the ACTIVE menu and you have screen fonts
for the screen and printer font's for the printer.   Screen fonts
should have an 'S' or 'SL' at the beginning or a XXLO.FNT for low res,
XXCG.FNT for mid res and XXHI.FNT for high res at the end. Printer
fonts can have just about any name so what's left is normally them!).

Well that just about wraps it up, have fun and report back on how
things go.

Enjoy.   8-)

Simon

_____

> PDP Magazine! STR NewsFile! - European Atari Magazine to Debut Soon!
  """""""""""""""""""""""""""""

                        PDP Magazine

   A non-profit making, paper-based, magazine for Atari ST owners - a
   venture run by two computer science students.

   Topics covered include full page reviews (inc screenshots), mini
   reviews, reviews on Public Domain Libraries, graphics, comms,
   programming pages and a number of general computer related articles.

PDP has changed just recently, it is now bigger, covers more news
and interests.

PRICES - 1 Trial issue .... 70 UK pence
         4 month subscription . 2 UK pounds
         8 month subscription . 4 UK pounds

These are the prices for residents of mainland UK. Europe - add
50 pence. World - multiply prices by 2. For overseas subscribers - a
refund will be given if you end up paying too much!

Subscription form is included in this file, or mail

u9323597@sys.uea.ac.uk

or snail mail at the following address:

    PDP Magazine
    22 The Birches   South Wootton
    King's Lynn
    Norolk
    England

  email - INTERNET: s.ticehurst@bton.ac.uk (Editor)
                    u9323597@sys.uea.ac.uk (Subscriptions)

    HELP!! - WE NEED MORE PEOPLE TO WRITE FOR US! - It doesn't
             matter if you have never written anything before, or
             you think you cannot write (let us be the judge of
             that!) - if you have anything to say about the
             computer world, or can review Atari and/or Amiga
             software then you can help us!

PDP Magazine Subscription Form
(Paper Based Version Only - Online Version FREE!)
==

Please tick one of the boxes:

[] Trial copy   70 pence
[] Four issue subscription   2 UK pounds
[] Eight issue subscription   4 UK pounds

Europe add 50 pence onto total
World multiply prices by 2

IMPORTANT - In the case of overseas orders a refund may be given if the
            initial payment covers our costs and we still have a lot
            left over! Likewise, further payment may be required if
            we are unable to cover all postage costs to you country.
            Whatever the case, you can cancel your subscription at any
            time.

Name _____

Address _____

_____

Computer Make and Model _____

Memory _____

OS Version No. _____

Today's Date _____

Please make all cheques and postal orders payable to John Briggs - it is
unwise to send us cash through the post. All payments in UK currency.

You can either print this file out and send it to us along with your
payment, or email this to us and send payment separate through the post.
Which ever way you choose, your first magazine will be sent as soon as
your cheque has cleared.

PDP Magazine(Subscriptions)   PDP Magazine (Editor)
22 The Birches   100 Milner Road
South Wootton   Brighton
King's Lynn   East Sussex
Norfolk
PE30 0JG

INTERNET - u9323597@sys.uea.ac.uk
                  s.ticehurst@bton.ac.uk

PDP ONLINE - For readers who have access to InterNet, you can now take
             advantage of PDP Magazine online. The same as the paper
             based version, but on the net, and completely free!

             To be added onto the mailing list, send mail to
             s.ticehurst@bton.ac.uk with the subject line MMsubscribe.

        _____

> Atari Developer Status! STR InfoFile - Moving Pixels Calls It Quits!
  """""""""""""""""""""""""""""""""""""""

An open letter from Moving Pixel's Tony Barker, from Compuserve:

Hi all,

It's been a long time coming but I've finally decided to remove all
vestiges of Atari from my life.

So I'm selling off everything I have and getting the hell out of here.

One thing I'll be doing is gathering together as much of my 680x0
source code as I can find and uploading it here for anybody who might
be interested. This will include the code to all of the official demos
I did for Atari on the STE, Falcon and TT. I'll even include the full
source to all of my commercial games (as long as I can find it).

One thing that concerns me is that I have one of the few (only) copies
of the Tina Turner demo I did for the launch of the Falcon (what
launch?) at the Boston Computer Society that caused a standing ovation.
I'd kinda like to see it going to a good home, but it's a little large
(~80meg). So if anyone would like it and a lot of other stuff on a
fully loaded 250meg SCSI hard disk drive in an external case with power
supply etc. for only $400 Australian leave me a note in Email.

My program Art For Kids is now available for Windows and all future
products from me will be on the PC. I've faced the reality of the PC
phenomenon and hell, it ain't so bad. And here's my prediction for the
year 2000, goodbye Apple, this PC thing is just too big and it'll cause
the death of all others in competition. Unless Apple start using the
PowerPC chips to make faster and faster Windows platforms they'll go
the way of Amiga/Atari etc. I'm only looking in my crystal ball here,
I'm just reporting what I see not what I'd like to see, so nobody jump
on me for it.

Otherwise I guess it's so long and thanks for all the fish, I'm off into
the real world to make some money, 8 years on the Atari, 9 commercial
products and more than 30 demos (half official demos for Atari) haven't
netted me anything. I sat on Atari Aus's Falcon Advisory Board (FAB), I
did presentations for them, I worked stands at shows, I did staff
training for them and was the place they directed most of their
customer support questions, for what? A couple of free lunches? And
some equipment. I wish I'd gone to the dark side (PC) much sooner,
perhaps my experience will make a few of you remaining people think a
little about your own situation...

The best I got from the Atari computer was the friends I made, thanks
all and goodbye.

Tony Barker Moving Pixels

                        JAGUAR SECTION
                        ==============

Doom, Revisited! Iron Soldier Tips!
New Jaguar Area on Genie!
Updated Games List! and more!

> From the Editor's Controller - Playin' it like it is!
  """""""""""""""""""""""""""""

     Since the holiday push, it's been fairly quiet on the Jaguar
front. To be honest, I was expecting the flow of games to continue
right into January and February, but it appears that these games have
been pushed back. The WCES didn't give us anything really new in this
regard, except for new titles being announced.

     One can only wonder when the dry spells will narrow. The
excitement that I see online which is generated with most every new
title tells me that the users are chomping at the bit for more and more
games to choose. And, they're getting impatient. There just aren't

enough games out there, for many, to keep the excitement going for any
length of time. Where are the 3rd party titles? Without their
support, it's going to be a long year for Jaguar enthusiasts.

    But, we're still optimistic that the games will be coming and many
of them will really blow the socks off of anything on the current
market. I'm also hopeful that Atari will listen to the many online
suggestions to set aside some time to put a CD together with many of
the old classic games, with perhaps some "2000" versions alongside.

    Let's get to the rest of the issue and see what's happening out
there in the land of the cat!

        Until next time...

                  _____

> Jaguar Catalog STR InfoFile -   What's currently available, what's
  """""""""""""""""""""""""""""   coming out.

   Current Available Titles ~~~~~~

   CAT #   TITLE   MSRP   DEVELOPER/PUBLISHER

   J9000 Cybermorph $59.99   Atari Corp.
   J9006 Evolution:Dino Dudes $49.99   Atari Corp.
   J9005 Raiden $49.99   FABTEK, Inc/Atari Corp.
   J9001 Trevor McFur/
          Crescent Galaxy $49.99   Atari Corp.
   J9010 Tempest 2000 $59.95   Llamasoft/Atari Corp.
   J9028 Wolfenstein 3D $69.95   id/Atari Corp.
   JA100 Brutal Sports FtBall $69.95   Telegames
   J9008 Alien vs. Predator $69.99   Rebellion/Atari Corp.
   J9029 Doom $69.99   id/Atari Corp.
   J9036 Dragon: Bruce Lee $59.99   Atari Corp.
   J9003 Club Drive $59.99   Atari Corp.
   J9007 Checkered Flag $69.99   Atari Corp.
   J9012 Kasumi Ninja $69.99   Atari Corp.
   J9042 Zool 2 $59.99   Atari Corp
          Bubsy $49.99   Atari Corp
          Iron Soldier $59.99   Atari Corp
          Val D'Isere Skiing $59.99   Atari Corp.

   Available Soon ~~~~~~

   CAT #   TITLE   MSRP   DEVELOPER/PUBLISHER

          CatBox $69.95   ICD
          Cannon Fodder   TBD   Virgin
          Hover Strike $59.99   Atari

   Hardware and Peripherals ~~~~~~

   CAT #   TITLE   MSRP   MANUFACTURER

   J8001 Jaguar (complete) $249.99   Atari Corp.

```
     J8904   Composite Cable       $19.95
     J8901   Controller/Joypad     $24.95          Atari Corp.
     J8905   S-Video Cable         $19.95
             Jaguar CD-ROM         $149.99         Atari Corp.
```

> Industry News STR Game Console NewsFile - The Latest Gaming News!
  """

                -/- Electronic Arts Wraps Up Buyout -/-

     Entertainment software publisher Electronic Arts of San Mateo,
California, says it has completed its acquisition of Bullfrog Productions
Ltd., a European interactive game developer based in Surrey, U.K.

     Bullfrog becomes a wholly- owned subsidiary of Electronic Arts.
Financial terms of the agreement weren't disclosed.

     Bullfrog is best known for its strategy and simulation CD- ROM games,
such as Populous, PowerMonger, Syndicate, Theme Park and Magic Carpet.

     Bullfrog is the third major interactive software company acquired by
Electronic Arts in the past three years. Origin Systems Inc., an Austin,
Texas-based developer of entertainment software titles, including the
Wing Commander and Ultima series, was acquired in 1992. Distinctive
Software Inc. of Vancouver, Canada, developers of such EA SPORTS
properties as NHL Hockey and FIFA International Soccer, was acquired in
1991.

     On CompuServe, Electronic Arts is represented in the Game
Publishers A Forum (GO GAMAPUB).

                -/- New Jaguar Area Announced on GEnie! -/-

Type M475;1   <-- to get there

 The Atari Roundtable on GEnie is proud to announce the expansion of our
Jaguar area. Demand outgrew the available space so a NEW Jaguar area has
now been created that will allow us to expand and grow and better meet
your future needs. This area will be more organized specifically to
deal with Atari's Jaguar and will subsequently have plenty more elbow
room to handle the creative needs of our customers. We hope this will
be to your liking.

The move will occur THIS Thursday, January 26, 1995. As a result, our
Bulletin Board will be unavailable during a portion of that day. We
apologize in advance for any inconvenience this may cause. We are trying
to make EVERY effort to avoid having you see old messages as new which
sometimes can occur during a move of this magnitude. We cannot make any
promises but we will do our best to prevent this. We are, in fact, going
through GREAT lengths to assure this will not happen but still, there
is Murphy's Law (sigh). So, we ask that if you want to make sure you do
not see any messages that were moved, as new, enter the bulletin board
and type this:

SET 39   <-- Sets to the Category
IGN 1-50 <-- Ignores older messages in Topics 1 through 50

```
  SET 40    <-- Sets to the Category
IGN 1-50  <-- Ignores older messages in Topics 1 through 50


SET 43    <-- Sets to Category
IGN 1-50  <-- Ignores older messages in Topics 1 through 50


SET 44    <-- Sets to Category
IGN 1-50  <-- Ignores older messages in Topics 1 through 50
```

You will not need to set to Category 41 or 42 as there are not yet
messages in these Categories.

If you do not want to see a certain Category, log in to page 475 and
 enter the bulletin board by selecting option #1. Then follow these
instructions:

```
CANcel 43    <-- If you type this, you will never again see any new
                 messages in Category 43.
```

If you prefer to eliminate certain topics, without eliminating the
entire Category, and want to see the new topics that are created,
follow these instructions:

```
SET 43       <-- Typing this will take you to the Category in which you
                 you want to eliminate certain topics.


IGN 1-8 PERM <-- Type this, for example, if you want to ignore topics 1
                 through 8 permanently or, leave the PERM off, which then
                 allows you to simply update your pointers, eliminating
                 the possibility of reading any old messages at that
                 time but still allowing you to see any new messages in
                 the future that are posted to these areas.
```

 ** PLEASE see BB.HLP file #11984 found in the software library for
more detail on how you can get the most out of the bulletin board with
the commands available to you.

Here's is where you will find your NEW topics. If you use Aladdin,
update your topics by selecting your Roundtable menu and then selecting
the "Update Topic" menu. This will go online and update all the topics
that are new.

```
 No. Subject
 --- -------
 From Cat 26              to            Cat 39
 -----------              --            ------
  1 Jaguar News ~ Events ~ Games               1
  2 Atari JAGUAR, 64-bit RISC Game Console      2
  3 Future Uses, Rumours, & Misc Jaguar Inf     3
 13 Jaguar Advertisements:Sightings,etc.        4
 23 Atari Corp. & Jaguar Press Releases         5
  30 Jaguar Support                             6
 39 Atari Jaguar CD_ROM Drive                   7
 49 Jag Cartridge vs Jag CD                     8
 29 Jaguar to Atari SC1224 Monitor              9
 18 Cat Box                                    10
  4 Ideas & Suggestions For New Games          11
 24 30-50 Games, eh?                           12
  5 Cybermorph                                 13
```

```
  6 Crescent Galaxy (Trevor McFur in the)            14
  7 Evolution: Dino-Dudes                            15
  8 Raiden                                           16
 15 Tempest 2000                                     17
 21 Wolfenstein 3D                                   18
 31 Brutal Sports Football                           19
 16 Alien vs. Predator                               20
 48 1 User Edit-able Games on Jaguar!                39
 27 Rainmaker Software Howdies                       40
 20 Hi From Hand Made Software Ltd.                  41
 11 Videogame violence and Atari's Jaguar            42
 19 Multimedia Standard ... Oxymoron?                43
 43 The Jaguar Library                               44
  9 Jaguar Dealer Horror Stories                     45


  From Cat 26              to              Cat 40
 -----------              --              ------
 14 Val d'Isere Skiing and Snowboarding              2
 34 Rayman- THE Platform game to own?                3
 38 Fight For Life!                                  4


 From Cat 18              to              Cat 44
 -----------              --              ------
  6 Jaguar Related Debates                           2
 10 Jaguar vs. Other Systems                         3
 11 Jaguar vs 3DO, Facts and Figures                 4
 12 Jaguar vs. 32X                                   5
 14 Jaguar vs. Sony Playstation                      6

A Brand New Area Separated by Game Titles:
-------------------------------------------
Category 43
```

No.	Subject	Msgs	Status	Author
1	Jaguar Cheats, Hints, Tips & Tricks!	2	Closed	ARCHIVIST [Charlie]
2	Raiden	2	Marked	DARLAH [RT~SYSOP]
3	Tempest 2000	5	Marked	DARLAH [RT~SYSOP]
4	Cybermorph	3	Marked	DARLAH [RT~SYSOP]
5	Alien Vs Predator	80	Marked	DARLAH [RT~SYSOP]
6	Checkered Flag	3	Marked	DARLAH [RT~SYSOP]
7	Doom	21	Marked	DARLAH [RT~SYSOP]
8	Club Drive	2	Marked	DARLAH [RT~SYSOP]
9	Kasumi Ninja	34	Marked	DARLAH [RT~SYSOP]
10	Iron Soldier	11	Marked	DARLAH [RT~SYSOP]
11	Zool 2	3	Marked	DARLAH [RT~SYSOP]
12	Bubsy	1	Marked	DARLAH [RT~SYSOP]

```
These are our NEW categories:
-----------------------------
 39 The Jaguar - Atari's latest Game Console!
 40 Jaguar '95 - The Expansion Category
 41 Jaguar - Future Expansion Category
 42 Jaguar - Future Expansion Category
 43 Atari Jaguar - Cheats, Hints & Tips
 44 Jaguar - Flames and Debates!
```

It is your interest and participation that has resulted in this
expansion. On behalf of the Atari Roundtable, thank you. If we can
answer any questions, please don't hesitate to ask. Sending mail to us
is simple as sending mail to JAGUAR$

Sincerely

Darlah J. Potechin
>Atari Roundtables

                    CATNIPS... Jaguar Notes from Don Thomas
                    =======================================

As many of you know, online services such as Prodigy and America
Online depend on specialized front end software as a users' interface.
CompuServe and GEnie have also had user-friendly software for specific
computer platforms. I have personally been using CompuServe's WinCIM
with wonderful results. When I combine it with a shareware Windows
Spell Check (which I did register), it works great!

I would like to pass on to everyone that I just recently received
software from GEnie called "GEnie for Windows". While it lacks a
couple features which I hope they place in upcoming versions such as
multiple reply options for threads and macro keys, the interface is a
wonderful upgrade to the old fashioned terminal approach. This
combined with GEnie's announced expansion of a Jaguar-specific
support, makes GEnie a wonderful way to get Jaguar support. The
version is 1.2.

To access the Jaguar support areas on CompuServe, type GO JAGUAR.
To access the Jaguar support areas on GEnie, type JAGUAR. Jaguar
interaction is also available on Prodigy and America Online. Also get
the latest issues of Atari Explorer Online, STReport, and Atari Press
Releases on CATscan by dialing 209/239-1552. There are about 250
members and membership is free with legitimate registration. (Normal
phone charges apply).

Don't forget that Iron Soldier cinema-quality posters are still
FREE with a prepaid $4.95 S&H fee. Hundreds of the Alien Vs. Predator
posters have been given away and many gamers have told me how they
had them specially framed! The Iron Soldier posters are equally
appealing and I have enough set aside for all onliners if they
respond promptly. Order on CATscan 209/239-1552, sending E-Mail to:

        75300,1267@CompuServe.com or ATARI@GEnie.geis.com
                                or
                        fax to 408/745-2088.

Also available is the Tempest 2000 Soundtrack (they're selling fast
and EVERYONE who has purchased ones tells me they LOVE it!)
Please ask online for others who have heard it. The ONLY complaint
I have received to date is that the font is too small on the side
and the user can't find it fast enough in his collection when he
wants to hear it. (I swear that was the real complaint.) The
Soundtrack is $12.99 (makes great gifts).

There are still some Dealer Preview videos remaining featuring
revealing clips of a lot of great existing and upcoming Jaguar
software (and TV spots.) The price is $8.95.

$4.95 minimum S&H charges apply. 8.25% Tax in Calif., and $2 are

added to Canadian orders (U.S. funds). Not available out of
North America.

> Jaguar Developers STR InfoFile - Current Developer Lists & Titles
  """"""""""""""""""""""""""""""""


```
Game Title              Date     Game Type          MSRP      Publisher
-------------------------------------------------------------------------
Air Cars                1Q/95    Racing             $59.99    Midnight Ent.
Alien vs Predator        NOW     Role Play/Adventure $69.99   Atari
Arena Football          1Q/95    Sports              TBD      V Reel
Assault                 1Q/95    Action/Combat      $59.99    Midnight Ent.
Baldy (CD)                       Action/Adventure    TBD      Atari
Barkley Basketball      2Q/95    Sports              TBD      Atari
Battlemorph             1Q/95    Flying/Action      $59.99    Atari
Battle Sphere           1Q/95    Flying/Action       TBD      4-Play
Battle Wheels           1Q/95    Racing/Combat       TBD      Beyond Games
Blue Lightning (CD)     1Q/95    Flying/Action      $59.99    Atari
Brett Hull Hockey (CD)  2Q/95    Sports              TBD      Atari
Brutal Sports Football   NOW     Sports/Combat      $69.99    Telegames
Bubsy                    NOW     Action/Adventure   $49.99    Atari
Burnout                 2Q/95    Sports              TBD      Atari
Cannon Fodder           1Q/95    Action/Adventure    TBD      Virgin
Casino Royale                    Gambling            TBD      Telegames
CD League Bowling (CD)            Sports              TBD      V Reel
Checkered Flag           NOW     Racing             $69.99    Atari
Club Drive               NOW     Racing             $59.99    Atari
Commando                         Action/Combat       TBD      Atari
Creature Shock (CD)     1Q/95    Adventure/Sci-Fi    TBD      Atari/Virgin
Cybermorph               NOW     Flying/Action      $59.99    Atari
Dactyl Joust            2Q/95    Action              TBD      Atari
Demolition Man (CD)     1/95     Action/Combat      $59.99    Atari
Doom                     NOW     Action/Combat      $69.99    Atari
Double Dragon V         1Q/95    Action/Adventure   $59.99    Williams
Dragon:Bruce Lee Story   NOW     Combat             $59.99    Atari
Dragon's Lair (CD)      1Q/95    Adventure           TBD      Ready Soft
Dreadnought (CD)        2Q/95    Adventure           TBD      Atari
Dungeon Depths          1Q/95    Action/Adventure   $59.99    Midnight Ent.
Evolution: Dino Dudes    NOW     Puzzle/Adventure   $49.99    Atari
Fight For Life          1Q/95    Combat              TBD      Atari
Flashback               1Q/95    Action              TBD      US Gold
Flip Out                         Puzzle              TBD      Atari
Freelancer 2120 (CD)             Adventure/Sci-Fi    TBD      Atari
Galactic Gladiators              Space/Combat        TBD
Photosurrealism
Graham Gooch Cricket             Sports              TBD      Telegames
Hammerhead                       Flying/Sci-Fi       TBD      Atari
Hardball Baseball       2Q/95    Sports              TBD      Atari
Highlander (CD)         1Q/95    Action/Adventure   $59.99    Atari
Horrorscope             1Q/95    Combat              TBD      V Reel
Hover Hunter            2Q/95    Combat              TBD      Hyper Image
Hover Strike            1Q/95    Action/Combat      $59.99    Atari
Iron Soldier             NOW     Action/Strategy    $59.99    Atari
Jack Nicklaus Golf(CD)  2Q/95    Sports              TBD      Atari
James Pond 3                     Action/Adventure    TBD      Telegames
Kasumi Ninja             NOW     Combat             $69.99    Atari
Legions of the Undead            Role Play/Adventure TBD      Atari
Off Road Rally          2Q/95    Racing              TBD      TWI
```

```
Phear                     2Q/95   Puzzle                TBD      Atari
Pinball Fantasies         1Q/95   Action                TBD      21st Cent.
Rage Rally                1Q/95   Racing                TBD      Atari
Raiden                     NOW    Action/Adventure     $49.99    Atari
Rayman                    2Q/95   Action/Adventure      TBD      UBI Soft
Redemption (CD)                   Adventure             TBD      Atari

Robinson Requiem          1Q/95   Adventure             TBD      Atari
Ruiner Pinball                    Arcade                TBD      Atari
Sensible Soccer           1Q/95   Sports                TBD      Telegames
Soccer Kid                1Q/95   Sports                TBD      Ocean
Soul Star (CD)                    Action/Sci-Fi         TBD      Atari
Space Ace (CD)                    Space/Combat          TBD      Ready Soft

Space War 2000            1Q/95   Action/Adventure     $59.99    Atari
Star Raiders              1Q/95   Space Simulation      TBD      Atari
Syndicate                 1Q/95   Simulation            TBD      Ocean
Tempest 2000               NOW    Action/Adventure     $59.99    Atari
Theme Park                1Q/95   Simulation            TBD      Ocean
Tiny Toon Adventures      1Q/95   Action/Adventure     $59.99    Atari
Trevor McFur               NOW    Action/Adventure     $49.99    Atari
Troy Aikman NFL Ftball    1Q/95   Sports               $69.99    Williams
Ultimate Brain Games      1Q/95   Puzzle                TBD      Telegames
Ultra Vortex              1Q/95   Action/Adventure     $69.99    Beyond Games
Val D'Isere Skiing...      NOW    Sports               $59.99    Atari
Vid Grid (CD)                     Puzzle/Music Video    TBD      Atari
White Men Can't Jump      1Q/95   Sports                TBD      TriMark
Wolfenstein 3D             NOW    Combat/Action        $59.99    Atari
Zool2                      NOW    Action/Adventure     $59.99    Atari
```

[Editor's note: Titles, scheduled release dates, and prices are
verified from Atari and Edelman Public Relations - all subject to
change]

> STReport Jaguar Game Review: "DOOM"
  """""""""""""""""""""""""""""""""
    Atari's Jaguar gets DOOMed!

                    -= Available Now =-
                 Developed by: ID Software
                   Published by Atari
                 Sugg. Retail Price: $69.99
                   Ease of Play: Average

by Joe Mirando

You are walking down a dark corridor, your weapon sweeping back and forth
across your path as you go. As you turn a corner, an Imp, a human-shaped
beast with thorny protrusions at odd places on its body, bellows at you
and sends a searing fire-ball in your direction. You side-step out of
it's path. The fire-ball slams into the wall where just moments before
you had been. You fire your handgun at the Imp once before a Zombieman
comes around yet another corner and levels his shotgun at you. Before he
can fire, you pump three rounds into him and hear him yell as he falls
down in a bloody mess. You quickly go to the pile of smouldering
hamburger and pick up his shotgun. As you do so, another Zombieman comes
from around the corner and fires at you. You side-step again and the
shotgun blast meant for you enters the Imp's forehead and he too moans,
spurts a crimson, viscous fluid and falls to the floor. Another Imp and
Zombieman appear and both fire at you. You dodge and watch as each is
hit and destroyed by the other's fire. You turn to the wall and push at
a discolored section. A panel slides up and reveals a hidden room. You
rush inside and activate the double knife switch. You are safe... For
now.

A scene from a Stallone movie? Another "Arnold" flick? The latest
installment of Die Hard? A really bad episode of The X Files? Nope.
You have entered "DOOM", ID Software's latest first-person game for the
Atari Jaguar.

GAME OVERVIEW

Once available only to PC users, DOOM is set in installations on Mars,
Phobos, and Deimos. You are the last true human and you must wipe out
the altered humans and beasts from other dimensions that inhabit the
installations. Along the way you will find health potions, medical kits,
weapons, and armor to help you on your quest. Secret rooms abound and
often contain these items. The objective for each level is simple:
Survive! From the time you enter a level until the time you exit to the
next one, you will be presented with "unfriendlies", pools of
radio-active waste, barrels of toxic sludge, and countless hidden rooms
and passageways. DOOM, unlike many popular video games, requires as much
thought as it does reflex action, so this is not merely another
shoot-em-up for over active 14 year-olds. There are no high/low
kicks/punches, or tricky combination moves that must be mastered in order
to do well. While speed is important, so is good reasoning ability.
Opponents can often dispatch each other while trying to do you in if you
can move out of the cross-fire. Bad guys can also be taken out by
shooting barrels of toxic sludge. The barrels explode, taking any
creatures nearby with them (this holds true for yourself as well, so take
with weapons around barrels).

"Levels" range from dimly lit underground mazes to outside courtyards
with volcanic mountains in the background and brilliant Martian-red skies
above. Each level is not merely a re-hash of a previous level, but a
unique experience with its own dimensions, demons, perils, and secrets.
Simply completing a level does not necessarily mean that all of the
secret rooms and passageways have been uncovered, or all of the available
goodies such as weapons, ammo, or health potions have been found. For
this reason the game remains playable even after the final level has been
completed.

THE BAD GUYS:

Zombiemen: Former Marine grunts, now ready to shoot you on

sight. They're the easiest to kill.

Former Sergeants: Not much different from Zombiemen, but a bit harder
                     to kill. You can tell a Sergeant by his spiffy
                     black uniform.

Imps: Loud, mean, and ugly, Imps throw fire balls at you
                     every chance they get and take three or four pistol
                     shots to fell.

Demons: Big, top-heavy, pink, and much more harmful than
                     Imps, Demons bite and tear at you at a fearful cost
                     to your health.

Lost Souls: They look like comets with faces, they fly at you,
                     wailing and sapping your strength.

Cacodemons: Large, floating balls of nastiness that just keep
                     coming and coming.

Barons of Hell: Big, smart, tough, ram-horned muscle-men. They lob
                   massive pulses of energy at you and simply laugh at
                   all but the most destructive of your weapons.

GRAPHICS

I was at first slightly disappointed by DOOM's resolution, comparable to
the low rez mode on a PC, but after only one level resolution ceased to
be a concern. When I was a child and my parents tried to interest me in
reading instead of watching television (they succeeded, by the way) my
mother pointed out that the monsters that we create in our minds are
scarier than anything they could put on television. What Jaguar DOOM
does is almost as good. I've noticed that the opponents that I see are
much more "defined" than what the Jaguar shows. And since less resolution
allows the Jaguar to spend more of it's precious CPU time manipulating
the scene, motion is quite smooth and the PC version's slight delay
between mouse, keyboard, or joystick input and screen updates has no
counterpart on the Jaguar. There are no jerky movements, slowdowns, or
jitters.

Although this incarnation uses a lower resolution than the PC version's
best, this is compensated for by the fact that Jaguar DOOM uses more
colors than the PC version's 256.

I started out making a conscious effort to avoid making comparisons
between this version and DOOM on other platforms but, let's face it, the
question on the mind of anyone who has played DOOM on another platform is
going to be "How does it measure up to the <fill in the blank> version".

As I've already stated, Jaguar DOOM plays not faster, but smoother, than
the PC version and, as I haven't mentioned before, it includes side and
rear views of your opponents unlike the version for another popular game
machine. This makes it much easier for your opponents to shoot each
other while trying to hit you.

MUSIC/SOUND FX

In keeping with the Jaguar's abilities, all sound is 16-bit (CD quality)
and is quite crisp and clean. The sound effects are faithful to the
original and set the mood well.

Music is absent (but not noticeably so) from gameplay, but accompanies
the title screen and "intermissions" between levels. Anyone used to the
PC version will immediately notice the absence during play, but it is
soon forgotten in the heat of battle.

Sound volume can be adjusted via the "Options" screen at any time by
hitting the "Options" button on the Jaguar Joypad (isn't it funny how
these things work out?). Volume settings, as well as the highest level
attained are held in flashram memory within the cartridge and remain
until you change them.

OPTIONS

After the Title Screen is shown, the Menu Screen allows the user to
decide which mode will be used. The options are Single, Co-Op, and
Deathmatch. Single is the normal mode of play in which you face the bad
guys alone. Co-Op allows you to play in conjunction with another
player, and Deathmatch allows you to fight against another player
instead of monsters.

Co-Op and Deathmatch modes require two Jaguars, each with their own
television or monitor, and a JagLink cable. Because of the high rate of
data exchange between Jaguars, Network errors are not an uncommon
occurrence. After a network error players will be placed in random
locations. Due to a lack of a JagLink cable (not to mention a second
Jaguar), I haven't played either of these modes.

The Menu Screen also allows you to set the difficulty level of gameplay.
In ascending order of difficulty, the levels are: I'm a wimp, Not too
rough, Hurt me plenty, Ultra-violence, and Nightmare.

The Options screen allows you to set the sound volume and re-arrange the
control buttons. If you are not comfortable with the standard
arrangement of using button A for speed, B to fire, and C to push or
strafe, you can change them to your liking.

ENTERTAINMENT VALUE AND GAMEPLAY

DOOM is not as "intense" as Alien vs. Predator and is much more
enjoyable to me because of it. While AvP tends to produce a tense mood,
often resulting in the player acting like a hyper-active pre-adolescent
after a double Espresso and three cans of Jolt Cola, DOOM provides
steady action at an entertaining level. Because of the graphic nature
of the action (ie: constantly shooting weapons at human and humanoid
figures and the gratuitous graphics and sound), DOOM may not be suitable
for younger players.

THE MANUAL

As with the manuals for all of the Jaguar games that I've seen, the DOOM
manual provides all the instructions necessary for the uninitiated
player to jump in and start smoking bad guys. It provides graphics of
all opponents, weapons, and items that might help you along the way. It
also sets the mood with such light-hearted phrases as: "...you're the
toughest trooper ever to suck vacuum" and "Don't get too close or
they'll rip your friggin' head off". The message that the manual
conveys is quite clear: It's just a game... go ahead and blast some
mutants!

ONLY TWO DISLIKES

Okay, this is probably the shortest list in the review. My biggest
disappointment with DOOM was the lack of a true "SAVE" feature. The
Jaguar keeps track of the highest level completed and will not normally
allow you to move to a level unless all lower levels have been
completed. The one secret level is an exception. The secret level is
accessed via an alternate exit from a much lower level. You cannot save
your position within a level, only the level itself.

The ONLY other complaint I have about Jaguar DOOM is that, when hugging
a corner, you can sometimes get stuck as if there is an invisible
obstacle blocking your movement. This results in the need for making
wider turns which, if there are bad guys around the corner, can result
in a loss of health.

HYPE

Since the PC version of DOOM is so popular (many say that DOOM sells as
many PCs as WINDOWS does), this one was a tall order to fill. There
will no doubt be comparisons between the different "flavors" of DOOM,
and the Jaguar version will be right at the top. It can stand toe to
toe with DOOM on any other platform and compare quite favorably.
Because of the profusion of hidden rooms, the challenge remains even
after the game has been completed the first time (looking for the hidden
level gave me fits for quite a while).

                    Graphics   : 8.5
                    Sound FX/Music   : 9.0
                    Control   : 9.0
                    Manual   : 9.0
                    Ent./Gameplay   : 9.5

                    Reviewer's Overall Average: 9.0

SUMMARY

While DOOM didn't turn out to be the game-to-end-all-games, it is still
a very good game which does not pretend to be anything other than what
it is: A fast paced shoot 'em up with all the bells and whistles that
game players have come to expect. It's well worth the money, and will
remain entertaining and enjoyable for quite a while.

                    _____

> Jaguar Easter Eggs/Cheats/Hints STR InfoFile - Solving Those Riddles!
  ""

From Compuserve's Atari Gaming Forums, courtesy of Jeff Kovach:

Well, this isn't exactly something that you could call a tip or trick.
It's more like a tiny little undocumented feature in the game. Nothing to
get excited about, but still one of those things that makes you wonder
what other kinds of details they've slipped in...

Anyway, when selecting your armaments, you can make the image of your

IS rotate to the left and right slightly. To do this, simply use the
1 and 2 buttons on the keypad while the selected weapon is 'flashing'
on your IS.

So far for this game the following 'secrets' have been revealed:

 - a code to enable all missions and weapons
 - a code to turn on 'Insane' difficulty mode
 - button 8 brings up HUD during gameplay
 - 'PAUSE' message can be removed from screen
 - frame-by-frame available in pause mode
 - A and C together allow super fast turning
 - IS rotation during weapon selection

In case you couldn't tell, I'm really fond of hidden features in games!

_____

> ONLINE WEEKLY STReport OnLine   The wires are a hummin'!
  """"""""""""""""""""""""""""""

                    PEOPLE... ARE TALKING
                    =====================

On CompuServe
----
compiled by
Joe Mirando
73637,2262

     Hidi ho friends and neighbors. Before we get into this week's (and
last week's) scuttlebutt, I'd like to clear up a micro-controversy that
popped up this week. In my last column, I made mention of the fact that I
had included a post the previous week regarding the Pentium FDIV bug that
hadn't made it into the published column. I made mention of the fact that
STReport was composed on a Pentium machine and posted that perhaps that
was the reason that the piece hadn't made it into the column.

     Someone asked me online if the publisher would actually cut something
out because it made fun of the type of computer he used. My answer to
that is a resounding "NO". I had thought that my meaning was clear
enough, but it now seems that I was wrong. What I had meant to imply was
not that personal opinion had caused the text to be removed but that the
flaw in the Pentium processor had caused it.

     There. Now that that's out of the way, let's get to this week's
info... heck, maybe there'll even be something controversial for us to
hash out again next week <smile>.

From the Atari Computing Forums
===============================

Ann Zachman tells us:

"I'm having trouble finding a comm program to work with my 1040st. I
need to run it off a floppy, since I don't have a hard drive, and I
believe I need one that uses VT52. I've tried a couple, that I found
in the file finder, but have gotten error messages trying to load them.
Does anyone know of, or have a comm program that they've successfully
used under these conditions? I'd be willing to accept a copy sent via
email postage due if someone would be willing to send it if one isn't
in the library somewhere."

Albert Dayes of Atari Explorer Online Magazine tells Ann:

  "You might try STorm which is shareware and it is in the library."

Sysop Bob Retelle asks Ann:

  "What error messages have you gotten with the telecom programs you got
  from our software libraries..?

  They should all work from floppies on a 1040 as far as I know..."

Benjamin Voiles tells us:

  "I have just installed a Gemulator into a Pentium 60. I do not
  completely understand how to use the different video modes. I also
  tried place the hard disk driver in an auto folder on floppy so that it
  would install itself but so far I have been unsuccessful. Also, my
  system loads from both floppy and hard drive very slowly is there any
  way to optimize the system. I have been loading it under windows,
  could this be part of the problem?"

Robert Carpenter tells Benjamin:

  "First of all, the different video modes are accessed via an AUTO
  folder program VGA.PRG. This program gives you a menu of resolutions
  to choose from. You'll need to know the chip set of your video card in
  order to pick the right choice

  To install the hard disk driver, you'll have to run HINSTALL (if you're
  using HDX 5.0) and choose the "Install" option. Having the hard disk
  driver on a bootable floppy will allow you to access the hard drive,
  but it will not make the hard disk auto booting."

Robert Aries posts this about his computer usage habits:

  "We got a Mac for my wife, who's going back to grad school. My ST is
  doing just fine in my music studio.

  There are quite a few things about the Mac that took getting used to.
  After using a computer whose OS is in ROM, some of the Finder
  operations seem sluggish (especially when the hard disk has spun down
  and I have to wait for it to get back up to speed -- a characteristic
  of all Powerbooks). And, there's no doubt that Mac software is
  expensive. From what I've seen, the freeware & shareware Mac stuff is
  NOT up to the level of what's available for the Atari.

  Still, I'm not sure that a Portfolio could do what my wfe needs --
  writing 20- page papers with assorted graphs & charts, etc. Like you
  said, each has their uses."

Jon Sanford tells Robert:

  "I have been trying to learn to keep my mouth shut about all the
  places the Mac is Kludgey comparied to AtariST 2.06. Mac people won't
  believe me anyway. Eaven alowing that screen redraws are slow on any
  LCD screen. The Atari feels like a sports car The PB like a Buick."

Robert tells Jon:

  "There is no point in trying to sell a Mac person on the Atari. I use
  each computer in different ways, depending on what I need to do. I'm
  sure you do the same."

Richard Brown adds his thoughts on the matter:

  "I have a PowerBook as well - I got tired of carrying a Mega 4,
  Megafile 88C, eight Syquest platters, keyboard, mouse, modem, and
  Bubblejet printer along (as carry-on!) on my frequent trips to Los
  Angeles (I keep a monitor there). So, like you, I use the PowerBook for
  CompuServe and AOL, but the GEnie front end for the Mac is a dog with
  fleas, to be complimentary.

  Regarding Word 5.1: Atari That's Write from Compo kills it dead.
  Nothing beats programmability in word processing. As a screenwriter, my
  TT does things Word 5.1 wouldn't dream of doing. That's Write is so
  programmable via an extensive macro language, including control of
  dialog box buttons that I've been able to make it outperform even
  dedicated screenwriting software like Final Draft - the "only"
  recommended Mac scripting package according to LA's Writers Computer
  Store. While I own Final Draft, it is SO SLOW next to That's Write
  (we're talking 5-10 times faster, here) and my macro set that I would
  never use it for scripting. I sometimes port a screenplay over to Final
  Draft for travleing with the PowerBook, but using the Mac for general
  scripting is like writing with a dull crayon on hot asphalt - not too
  effective. Of curse, I just got Word 6, and it claims to have macros at
  long last. We'll just see. Implementation is the key. And then there's
  the lack of the delete key...

  We must also remember that the Atari has other WP's that are top
  notch. Papyrus does things you can't even do in DTP, and bridges nicely
  the gap between WP and DTP, with perhaps the best spell checker ever in
  any program. It has Mac-esque niceties like marking and then moving
  blocks of noncontiguous text, freely placeable text and picture boxes
  with anchoring, and more. Using a host of on-screen toolboxes, a huge
  amount of control is possible (the microspacing control is out of this
  world), and it is a pleasure to use with the TT's 19 inch hi-res
  screen, as the program has fully variable zoom control (up to the
  resolution of the target printer to 2,400 dpi).

  Printing to my LaserJet 4MP from either That's Write or Papyrus yields
  quality equal to my Macs or IBM's at there best - there is no "gap" as
  there once was thanks first to Speedo, and now NVDI's support of bezier
  outline fonts, which include Bitstream Speedo, Truetype (NVDI and
  Speedo), and PostScript Type 1 (Speedo).

  Additionally, Calligrapher is a powerful choice, extremely fast with
  built-in TypeAlign-esque curved text path options, full bar code
  implementation, and, like That's Write, extensive footnote capabilities
  and more. The weakness here - no Speedo support. Calligrapher went the
  other way with its own, non-bezier but straight line segment outline

technology. That's for those with non-PostScript printers. Calligrapher will also allow substitution of PostScript faces via the printer's internal fonts, but this, of course, is limited to the standard 35 fots. (That's Write also has a PostScript version which prints _instantly_.)

Regarding the backspace/delete key problem: highligting the text and hitting delete also works on the Atari, it's just that, if it's a word just to the right of the cursor, a true _forward_ delete key would take it out about a week faster than goofing with the mouse! :)

Regarding your past dilemma over the GCR, the funny thing about anything Mac that is sub 40MHz 68040 / System 7.x - the Spectre GCR under System 6.05 emulating on a 16MHz 68000 Atari (like an Adspeed Mega) sure feels a LOT faster! My PowerBook (soon to move from a 145B to a 540C) is amazingly slow doing a great many things. 15-20 seconds for a floppy read is common. 8-10 seconds to display the hard disk directory, etc."

Robert tells Richard:

"I hear everything you're saying. I'm into music, and it's just amazing how much better my almost *nine* year old 520st with Dr. T sequencing software is than these much-touted Mac programs like Performer and Vision. And my sequencer can be had for $60, as opposed to $300+ for the Mac stuff!

You've definitely gone farther into the Atari high-end than I have. My original 520st is now at 2.5 megs, and I installed TOS 2.06. The system was floppy- only up until about two years ago, when I bought a used Megafile 30. Now I run it off a floptical, which is a bit of a pain (each disk is 21 megs, and switching them means waiting 15 seconds to re-read the directory) but the lack of any fan or HD noise in my music studio is worth it.

I've switched to the Mac for telecommunicating ONLY because the Atari has problems with the new 14.4 modem I just got. Flash I (which I used) can't handle over 5K or so of continuous data at 14.4kb without choking, and CIS QB/B+ doesn't work at all at that speed. I tried the Flash II demo but the text scrolling is so slow compared to I (they switched to the "GEM-legal" way of printing text to the screen) that it negates the speed upgrade. This is a big drag as Flash I is superior, IMO, to ZTerm which is what I'm using for now. ZTerm's capture buffer features are nowhere near Flash's, forcing me to switch to Word to compose replies.

Of course, there are some pluses. Since I haven't gone to the TT and larger monitor like you, I find the Mac's 640x480 at 256 colors pretty cool, even thoug in the Mac world that's considered to be the bottom end! And my word processing experience on the Atari is limited to ST Writer and Word Writer. You'll probably agree that Word looks pretty good compared to those!

Of course we could go on until we're blue in the face about all this. Maybe others considering going from the Atari to a Mac will read this thread and get some insights. I'd agree that for someone needing to run Mac stuff where system 7, midi, and color support isn't needed, Spectre would be a good choice (hey, if GBS has solved those limitations, someone jump in here!)."

Dan Danilowicz asks for help with his monitor:

  "This must be a common problem with the ST platform getting to be 10
  years old: what causes the monochrome monitor's display to shake? It
  started doing it only last week. It's slight, but annoying, and I'm
  sure it's a component inside going bad, since the color monitor is
  still rock-steady. Is this a matter for the dealer, or is there a
  little thingy inside I can get to and replace fairly easily?"

Sysop Bob Retelle tells Dan:

  "There is one component in the Atari monochrome monitor that's somewhat
  prone to failure, but the symptom is usually just that it suddenly
  stops working.

  Monitors do develop "shimmies" like you described over time.. if it
  gets too bad you could try to find a repair shop that can handle Atari
  components, or see if you can find someone selling one... (of course,
  it too would be in the almost 10 year old range too, probably...)

  My monochrome monitor tends to wiggle a bit if I have it too close to
  my color monitors when the're all turned on.. have you moved your
  monitors lately..?"

Our own Atari Editor, Dana Jacobson tells Bob:

  "This thread interests me. I have a multisync that is displaying these
  "characteristics" when in mono. Color is fine, if not faded if I
  don't let the monitor warm up a bit before turning on the system. In
  mono, the screen shimmies bad, from either a quarter of the screen down
  (or up, can't remember offhand) to the opposite end of the screen. It
  can get so bad that it's difficult to work with, especially when doing
  word processing or DTP work. Any ideas if this is something that can
  be fixed? Why does it only happenin mono mode and not color?"

Bob tells Dana:

  "The Atari monochrome monitor uses a vertical sync rate of 70 hz to
  help give it the characteristic sharpness you see, while the color
  monitors sync at the more normal 60 hz. That would probably help
  explain why the problem only shows up in monochrome.

  It sounds like your monitor has problems syncing at the higher scan
  rate.. has it always done this, or has it developed over time..?"

Dana tells Bob:

  "I've had the monitor for about 2-3 years, and it's a relatively new
  problem (say, perhaps over the last 4 months)."

Bob concludes:

  "Sounds like age is setting in... we have monitors that have
  developed that wiggle symptom at work.. they get progressively worse
  until everyone starts getting "seasick" working with them...

  Unfortunately I can't think of anything that you could easily do to
  fix it.. sounds like a trip to the computer doctor may be in order if
  it gets to the point where you can't read it."

```
From the Graphics Support Forum
===============================


As you no doubt know, there has been something of a storm raging around
the decision of UniSys, the company that holds the patent on the
compression used in GIF graphic format (among other things).  It seems
that they have always held the patent and have always had the option of
charging for its use.  The furor is over the fact that they have just
decided to enforce the patent.  Let's take a look at what folks like you
and me are saying about it...

Mark Hayton asks:

  "I've been told that the LZW patent is not on the decompression of LZW,
  just the compression only. If this is true then all the programs that
  just VIEW GIF files would be ok.. it would just be the programs that
  SAVE GIF files that would have to license the LZW algorithm.  Is this
  true or does anyone know?"

Tim Wegner tells Mark:

  "I know there are informed people who have that view, and informed
  people who say decompression *is* covered.

  I can tell you this: I have looked at the patent itself, and it has a
  zillion claims for encoding, followed by a zillion claims for
  decoding. This is not a legal opinion, but it sure looks like the
  patent was written with the idea in mind that decompression *was*
  covered."

Dan Farmer adds:

  "If Unisys even *thinks* that it has claims on decompression, then
  decompression is out for anyone not willing to fight the claim in the
  courts."

Tim tells Dan:

  "Exactly. That's the trouble with this legal stuff.  Anyhoo, I have
  seen the patent, and it sure *looks* to the uninitiated like it covers
  decompression. There are all kinds of claims specifically mentioning
  decompression."

Steve Sneed adds his thoughts:

  "All I know is:

  (1) Unisys claims that the patent covers both compression and
      decompression.  Certainly, the patent document itself claims to
      cover both sides of the equation.

  (2) Unisys' patent has been reviewed and upheld at least once by the
      Patent Office.

  These two items make me believe that decompression is covered."

Ed Hamrick tells Steve:
```

"That's the whole point of legal blackmail. If a company is willing
to spend money threatening to take someone to court over amost
anything, and it is arguable enugh to not be judged frivolous, and if
the settlement offered is less than the expected legal fees, then any
rational company will settle.

People will ettle regardless of their expectation of prevailing. It
doesn't really matter if Unisys would have won if they had taken
CompuServe to court - it was probably cheaper for CompuServe to settle.

Legal blackmail is endemic in the United States. Why do you think
there are so many lawyer jokes?"

Dan Farmer posts:

"At this point, I don't believe that we have any reason to believe that
decompression is not covered. On the contrary, everyone that's studied
the patent seems to say that it "seems to be covered".

Ed Hamrick tells Dan:

"The development team of GNU ZIP (gzip) believe otherwise. They've
claimed gzip is free of patent problems, and gzip includes LZW
decompression (but not compression)."

Tim Wegner tells Ed:

"Not so. Gzip includes a variant of LZ77 compression, definiely *not*
LZW. Gzip has been thoroughly researched and is as safe from patent
problems as is possible under the present circumstances."

Ed Hamrick tells Tim (and the rest of us):

"The main point... is there exist people and patent attorneys who
sincerely believe that a program that only contains LZW decompression
(and doesn't do LZW compression) doesn't violate Unisys' patent.

Whether this is true or not is irrelevant, since the way the U.S. legal
system works is that when the license fees being demanded are smaller
than the expected legal fees, most rational companies will pay the
license fees. This is a side-effect of the way the legal system works,
and makes Unisys' legal blackmail effective. Since Unisys has little
to lose from bad PR (they don't market many products to the general
product), they can do this. IBM has a lot to lose from bad PR, so
they're unlikely to do this."

Don Milne adds his thoughts:

"I don't think it does. ZIP and friends use an LZ variant, certainly,
but it *doesn't* use the LZW variant covered by the Unisys patent. ZIP
(and GZIP I presume), uses a sliding dictionary implementation of the
LZ 2 scheme."

Dick Oliver tells us that this is...

"A good time to bring a reminder into this discussion that the current
LAWS may not be problematic. After all, as I understand it (dimly!
<g>), no patent is supposed to be awarded for software techniques which
have prio use or are "obvious in the field." The means all the RLE and
XOR-cursor and linked list patents are technically illegal.

The real problem may be that the people in the patent office have no
idea whatsoever what they're doing, or what's "obvious" and what's
not."

Paul Schmidt makes a good point:

"...Unisys has hundreds (if not thousands) of algorithm patents, and
they pursue patents on a regular basis. This move to cover GIF is not
going to make Unisys a heck of a lot of money compared to modem
licensing, for example.

If a large corporation is in trouble, the last thing they're going to
be very interested in is picking up a project that is (1) bad PR, (2)
very, very low margin, and (3) legally very difficult to enforce.

Now, if they charged 10%, then they could make some money to go with
their new found enemies."

Mike Edgerton tells Paul:

"The other reason that Unisys might have decided to finally go after
the GIF format is that one of the many manufacturers of modems that is
currently paying royalties to them might have raised the issue. If in
negotiations, one licensee had said "why should we pay you at all,
you're not charging he GIF folks", I'm sure that flags would have been
raised, and Unisys would have been obligated to pursue the matter no
matter what."

Paul tells Mike:

"This is true, although there has been a tremendous amount of talk in
the world about Unisys not pursuing software implementations. Modems,
no matter how software like, are a piece of hardware, and it would be
very easy for Unisys to defend that notion, even if the LZW ode was
loaded into RAM.

But, you're right. This could be a necessary reaction to something we
can't see behind the scenes. From my dialogues with the Unisys
attorneys, I did not get the impression that this was a defensive mve.
It seemed to me that this is more a "business as usual" thing for
them."

Ed Hamrick adds:

"Unisys doesn't market many of it's products directly to consumers, so
they don't get hurt much by bad PR. They've only spent energy going
after big pockets of money (like CompuServe), and wouldn't bother
filing suit against a small shareware developer - they wouldn't recoup
teir legal costs.

Unisys is doing what many companies do - they're involved in simple,
legal blackmail. The cost of defending a lawsuit for patent
infingement is always higher than the license fees they ask for, so it
really doesn't matter whether the patent is valid. This is a problem
caused largely by our legal system that doesn't havethe person who sues
pay the legal costs of the other side if they lose. Companies like
Unisys that don't care abou PR can get away with this - oh well...

Unisys' stock price will only suffer in the face of bad PR if people

stop buying their products. Since they don't market products to
consumers, bad PR won't hurt them much (unfortunately). However, they
are quite capable of going out of business without the help of bad PR,
and are well on the way to fading away. Unfortunately, it takes 10
years for a company their size to fade away - look at how long it took
Control Data Corporation (CDC) to almost go out of business (even
though a few scraps remain)."

From The Sega Forum
===================

On the subject of playing 32X games on the as-yet-unreleased Saturn,
Stanley Chow posts:

  "State-of-the-art games written especially for that system not games of
  a lsser technology that are compatible with my system. I'd rather the
  Saturn be 32X incompatible and have it be a bit cheaper.

  Making the Saturn 32X compatible to encourage developers to contnue
  developing for 32X may appear to be sound reasoning at first but if you
  think about it for a while you will realize that it is a fallacy. For
  the Saturn to be successful the system is going to have to strong
  complement of sotware available for it. This software has to be
  written especially for the Saturn and make the statement that the
  Saturn is WAY BETTER than the 32X otherwise consumers will not be able
  to justify the Saturns premium price. With a full complement of Saturn
  software, Saturn owners are not going to buy 32X ames just because they
  are compatible.

  One might argue that there won't be enough software for the Saturn in
  the beginning so the 32X software could fill in the void at the
  beginning of the Saturn's life. Once again, if the Saturn is going to
  be successful then this void can't last very long and 32X developers
  should not rely on software starved Saturn owners to buy their
  software.

  The bottom line is that 32X has to survive on its own merits. 32X
  developers that think that Saturn owners are going to be a part of the
  market for their games are either fooling themselves or hoping for the
  failure of the Saturn market."

Assistant Sysop Joel Hilke tells Stanley:

  "...a big selling point for a system is what you can do on it when it's
  released. If, say, Jaguar was released with Genesis compatibility (I
  know it would never happen - but it's an example) then it would have
  had 3 games to play, plus a ibrary of over 500 Genesis games. Granted,
  they wouldn't have been as good s Jag games (theoretically) in graphics
  and sound, but that doesn't make them bad games and give the consumer a
  larger library to choose from. Afterall, here's only so much
  Cybermorph and Trevor McFur a person can handle.

  Now, take the Saturn. If it comes out here with Daytona and Virtua
  Fighter only there will be a lot of people saying, "Yea, but I want NHL
  Hockey." Well, NHL Genesis could tide them over until NHL Saturn comes
  out. Of course, if you still have a Genesis, you could leave it next to
  the Saturn and swap between them, but wouldn't compatibility be just a
  lot easier?

  ... Historically (Genesis, SNES, CD, Jag, 3DO) it takes a while for

developers to make the great games for a system. Surviving on its
merits has always taken a lot of precious time. Never hurts to use a
crutch until you can get up on your own two feat.

I think I would buy a more expensive Saturn to get backwards
compatibility. Depending on how backwards it got - if we're talking
about Genesis/CD/and 32X then I'd definitely spend considerbaly more -
and then I could pawn off my FrankenSega! If only 32X compatibility,
that would be nice, but I wouldn't be willing to spend _too_ much
more."

Well folks, it's been a tough couple of weeks for me. My aunt died two
weeks ago and it's been a strain all the way around.

Be sure to tune in again next week, same time, same station, and be ready
to listen to what they are saying when...

                          PEOPLE ARE TALKING

            ""

> STReport CONFIDENTIAL   "Rumors-Tidbits-Predictions-Observations-Tips"
    """"""""""""""""""""""

- New York City, NY   UNISYS BECOMES "FRIENDLIER & KINDER!"

     Our "Super Snoop" has found a bright side to the anger, apprehension
and dismay resulting from the "GIFiasco" that has decidedly caught the
attention of the world's computing community. It appears they (Unisys) do
not have their "sights" solely set on the programming community as a whole
nor the OnLine networks as most had thought.

     As for the pending agreement: Here's the straight skinny.. The
GIF/LZW deal will appear like this;

     Unisys has authorized Larry Woods of the Go Graphics Forum on
CompuServe to announce that they now have a GIF/LZW or a GIF/TIFF/LZW
developer agreement ready for the developer community to consider. The
following is Larry's reading of the agreement.

     GIF/LZW ... $25 license fee up front, creditable to future
registrations; a .45% royalty on total selling price, per unit, not to be
less than $0.10 per unit nor more than $10.00 per unit.

     GIF/TIFF/LZW ... $50 license fee up front, creditable to future
registrations; .65% royalty on total selling price, per unit, not to be
less than $0.20 per unit nor more than $25.00 per unit.

     For further information and a copy of the written agreement, call
(215) 986-4411. Please advise them if you are a CompuServe-'Go Graphics'
Group Shareware author. We don't get a kickback [g], but we want them to
know where the registrations come from.

     As I read the agreement, there are no unfavorable terms which would
preclude any developer from making use of this agreement to cost
effectively continue GIF and/or GIF/TIFF development.

     Larry will be available later tonight in the forum to answer further
questions. Please keep questions one to a message so I can handle what I
am sure will be a flood of questions.

     As one un-named industry observer put it... this is a very good
arrangement for everyone from the little guy right on up to the heavy
hitters. The observation was also made that this agreement seemingly
makes it fairly obvious that Unisys has a far greater goal in mind. Or,
as they say in the north woods, "a much bigger fish to fry".

- Redmond, WA   MICROSOFT REDESIGNING COMPRESSION?

     My, oh my! But our snoops have been busy! Reportedly, A hot, fast
moving rumor emanating from somewhere in the great northwest goes
something like this... Seems a certain biggie is paying attention to the
latest uproar over LZW and GIF. Therefore, it appears there is seemingly
a new compression scheme (algorithm?) aggressively being sought. This is
also rumored to possibly be one of the deciding factors in the recent
delay announced relative to the anxiously awaited Win'95. It was also
rumored there would perhaps be litigation over the entire matter.

- Orlando, FL   GO GRAPHICS GROUP CAMPAIGN FOR FAIRNESS SUCCEEDS!

     Once the rumors began to fly , our editor called the man most folks
regard as the authority about "things graphic" in the computing community;
Larry Woods. When Larry was asked if he felt the rumors were or, could be
basically true, he replied "yes and the agreement's excellent". In fact,
he almost sounded jubilant. He went on to say that he was glad to know
the beginning of the end to all the gloom and doom recently enveloping the
graphics and desktop publishing community was at hand. "Everybody should
be very pleased with the good news from Unisys". He said.

- Washington, DC   PRODIGY SIGNS UNISYS AGREEMENT

     Apparently there are sketchy reports filtering in that Prodigy has
signed with Unisys relative to the LZW patent Unisys holds. Other
services are soon to follow with AOL (America OnLine) reportedly being
"next in line". Speaking of AOL, it appears our super snoop has uncovered
a rumor snippet about a possible "Class Action Suit proposal by AOL's
Steve Case against Microsoft for having the Microsoft Network code written
into Win'95. It was also mentioned that further rumor has it AOL will
have to "go it alone" as the other big networks are simply; "not
interested".

- Chicago, IL   Well-Known Online Service in TROUBLE?

     These are interesting times as far as Commercial Networks are
Concerned. ...mentioned one well placed observer to our super snoop. "One
major network is fast becoming a "has been" with rapidly dropping
subscribers. In fact, its so bad there's a rumor circulating about it
closing down before the end of this year". Another vibrant network is
picking up those migrating subscribers as fast as they drop" ... he added.
Delphi, the "sleeper" of the bunch is the fastest growing and most
impressive network at this time among all in the last three years. Of all
the networks Delphi appears to be the most progressively minded behind of
course, the giant trend setter, CompuServe". He said.

          ""

                    STReport's "EDITORIAL CARTOON"
                    """""""""""""""""""""""""""""""

> A "Quotable Quote"   A true "Sign of the Handwriting on the Wall"
  """""""""""""""""""   "The Telltale Signs are Beginning to Show"

     "I shop 100% with MacConnection and always enjoyed what I thought was
     the most readable of the mail order catalogs. What a drag to see an
     IBM ThinkPad on the cover and a Windows icon on page 3! Did you
     notice that insert in the middle of the catalog has PC Connection as
     the address. I'll also ask to be removed from their mailing list if
     they keep this format."

As seen, this past week, in a very popular MAC area....